

PR DEF C **FIGHTING CHAMPIONSHIPS**™

**EVERY MOVE
AND COMBO!**



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PRIDE FC FIGHTING CHAMPIONSHIPS™

Prima Games
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Prima's Official Strategy Guide
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ISBN: 0-7615-4036-9
Library of Congress Catalog Card Number: 2002117588

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Introduction

Welcome to PRIDE FIGHTING CHAMPIONSHIPS™, the hard-hitting, no-holds-barred fighting game where anything goes! Only in this game can fighters with various styles battle in the same ring. Any technique from any school of combat is accepted, coming closest to street fighting more than any other type of organized event. This is not to suggest that this is a free-for-all ring battle.

Though PRIDE FIGHTING CHAMPIONSHIPS™ is ValeTudo, meaning everything is accepted, there are a few rules that must be adhered to: No biting, gouging of the eyes or pulling of the hair. Elite fighters from all over the world pit their skills against other fighters of equal caliber.

Test your own skills against the best of the best. Choose your opponent or allow the game to choose it for you as you battle in One Match, and, when you think you're ready, match your skills in Grand Prix, a 16-man single-elimination tournament.

This guide gives you the lowdown on all 25 fighters, complete with moves lists and background info on each fighter in Chapter 3. Check out Chapter 2 to get basic fighting strategies that will help you defeat each opponent. Finally, Chapter 4 provides in-depth information on how to create your own fighter, complete with a sample fighter with all the moves. Use this fighter to take the championship or use it as a template to create a fighter of your own.

At last your chance has come. Are you ready to step into the ring? Whether battling your way down the roster, or taking a fighter of your own through the ranks, follow this guide and you're sure to wreck shop!



Game Basics

Basic Moves

All fighters are controlled in the same manner, but their punches, kicks, and grapples are different, and each fighter has slightly different combos. This is a listing of the controls that are universal to every fighter.



Controls While Standing

Move fighter	directional buttons or left analog stick
Block strikes	directional button or left analog stick away from opponent
Left punch	■
Right punch	▲
Left kick	×
Right kick	●
Takedown/grapple	× + ■
Takedown/grapple	▲ + ●
Taunt/feint	■ + ●, ▲ + ×
Reverse/counter a punch	■ + ▲
Reverse/counter a kick	× + ●
Reverse/counter a takedown	■ + ▲ or × + ●



Controls While in Clinch

Left punch	■
Right punch	▲
Left kick	×
Right kick	●
Takedown/grapple	■ + ×
Takedown/grappling	▲ + ●



Controls While Standing with Opponent on Ground

Block strikes	directional button or left analog stick (away from opponent)
Left punch or taunt	■
Right punch or taunt	▲
Left kick	×
Right kick	●
Grapple or special move	■ + × or ▲ + ●



Controls While Scooting on the Ground with Opponent Standing

Move opponent	Directional buttons or left analog stick
Stand up	Directional buttons (rapidly) or left analog stick (recommended)
Block strikes	Directional button or left analog stick away from opponent
Taunt	■ or ▲
Left kick	×
Right kick	●
Grab opponent's leg	■ + ×
Kip up (some fighters only)	■ + ●



Controls while Both Fighters on Ground (Guard/Mount/Back Mount)

Block strikes	Directional button or left analog stick away from opponent
Change positions*	Directional buttons (rapidly) or left analog stick (recommended)
Left punch	■
Right punch	▲
Left punch or left kick	×
Right punch or right kick	●
Grapple/go for submission/ pass guard or position change/ grapple and strike	■ + × or ▲ + ●
Counter punches and reverse into different position	■ + ▲ or × + ●

*This only works from the bottom positions except when Guy Mezger, Allan Goes, and Carlos Newton are in Guard Top.



Picking a Fight

There are three game modes you can choose. Each involves a different number of fights, but all fights are carried out in the same manner. There are slight variations in the rules and the number of human-controlled fighters.

Grand Prix

Grand Prix mode allows you to simulate a PRIDE CHAMPIONSHIP TOURNAMENT™. Sixteen fighters duke it out for the prize in a single elimination tournament. You can fight against the computer in Single Player mode, or in Multiplayer mode, against as many as 16 human players and as few as 0 players. There's even a Spectator mode that allows you to watch computer-controlled fighters battle it out.



TIP

When setting up a Grand Prix tournament, you have the option of choosing all 16 of the fighters, or choosing just a few and letting the computer randomly select the rest. Select any fighters you definitely want to see involved in the tournament, then select "decision" to allow the computer to fill in any blanks.

Before beginning a tournament, you're able to adjust a few of the rules after the 16 fighters have been selected. You may choose the number of rounds, extra round lengths, how often the clock appears, and whether or not to show the vitality gauges. Each fight is set for three rounds unless you change it. You can make fights shorter by increasing or decreasing round times, or even by setting round times to "none" to completely eliminate rounds. You can also choose the length of "extra rounds," or set the matches to end after the fifth round.

You can set the time clock to always appear onscreen, or to simply flash onscreen when the round is nearly over and any time a milestone is reached (such as the halfway point). You can also choose to hide the vitality gauges. This makes the battles more realistic, because it forces players to rely more on their own instincts. This is a great way for experienced players to make the game more challenging.

One Match

Fight against a friend in Player VS Player, or against the computer in a single match. If you prefer, you can sit back and pick up techniques by watching the computer duke it out with another computer-generated fighter.

The rules can be adjusted in the same manner as the Grand Prix rules, but with the addition of handicaps. By adjusting each fighter's handicap percentage, you can make the battle easier or more challenging. Increasing the percentage gives a fighter more stamina, and lowering it decreases the fighter's stamina. This makes it much easier for you to introduce friends to the game without the match being unfair or totally lopsided.

TIP

Choosing the question mark on the Character Selection screen allows the computer to randomly select your fighter or opponent.



Survival

Once you've beaten Grand Prix mode a few times and you're convinced that you're unstoppable, you'll be ready to give Survival mode a shot. In this mode you battle against all 25 PRIDE CHAMPIONSHIP TOURNAMENT™ fighters in one-on-one matches. It won't be an easy climb to the top, because your stamina is only partially restored after each fight. Each time you win or lose Survival mode, you're given a score based on the number of fighters defeated and your overall technique. Fight well, and you might just make it into the list of Top Ten Fighting Legends.



TIP

In Survival mode, technique is everything. You can't afford long, drawn-out battles. Finish your opponents quickly and with as little effort as possible to keep your stamina high for the next fight.

Other Things to Do

Create a Fighter

PRIDE FIGHTING CHAMPIONSHIPS™ gives you the chance to create your own persona and jump into the ring. You can completely customize your own fighter, from the color of his shorts to the moves he uses. Refer to Chapter 4 for detailed information on creating your own fighter.



TIP

In order to use the fighters you create, select the Memory Card icon on the Character Selection screen, then choose the created fighter you wish to use. You can use as many or as few created fighters as you like in any mode except Survival.

Biography

This is an in-game source for stats and bios on all of the fighters in the game. Learn more about who the fighters are and where they're from. You can even watch their intro movies, which are normally shown as the fighters enter the ring. This is a great way to get a quick look as some of the furious action in real PRIDE FIGHTING CHAMPIONSHIPS™.

When you have a fighter selected, press ■ to see a short video clip or X to see a biography. When looking at a biography, cycle through the fighter's pictures by using the directional buttons, and see the expanded biography by pressing X.



Training

Select a fighter and learn the ropes by fighting an opponent in a match with no time limit and no winner. This is a great way to experiment when using this guide. Try out moves and get a good feel for timing before jumping into the ring. Pay special attention to the variety of options available. Use them to control your opponent's actions and set up various circumstances, which may be necessary to practice particular moves.



Save and Load

Select this option to either save your game or load a previously saved game. This is the single most important option. Don't forget it, or you'll be crying when you lose data.



Options

Here you can set the game difficulty, make the fights less realistic by shutting off the blood effect, and watch a tutorial of how to play the game. You can also change the controller configurations and adjust the sound and display.



TIP

Changing the controller settings is a wise move. The shoulder buttons on your controller aren't used by default, but you can assign these buttons various commands to make the game simpler. Try assigning these four buttons to two buttons, such as putting both punches on one button to make it easier to counter punches. There's no reason you shouldn't put every button on the controller to good use.

Fighting Tips

- Know your fighter. You can't fight effectively until you know every weapon at your disposal. Learn each of your favorite fighter's moves so you can quickly react to your opponent's actions.
- Know your style. Are you a grappler or a striker? Some fighters are more adept at one style than the other. Keep this in mind. Take advantage of your strengths and avoid letting your opponent use your weaknesses against you.
- Keep fights simple. Don't become overly involved in a match. This isn't a fantasy fighting game. The stamina you have left at the end of a fight is carried over into the next. Even if you win a close fight, it doesn't mean you'll have enough strength to win the next match or the championship.
- Pound the buttons to escape. Though some escapes are automatic, in situations where it really counts, the player who puts in the most effort will win.
- Watch your stamina. Hitting buttons rapidly is no way to win a fight. Each time you throw a punch or kick and attempt a grab, you're tiring out your fighter. Play smart. Look for openings, and only completely let loose when an opponent drops his guard. Otherwise, try to control the tempo of the fight and let your opponent wear himself out.
- Battles can be won and lost in seconds. Keep your eyes open and be ready for everything. If you drop your guard for even a second, it may just allow your opponent the window of opportunity he needs to knock you out or lock that submission hold.
- Play to your own tastes. You can use the option to create a fighter that best suits your own style. The more a fighter suits you, the better your chances of success.
- Counter effectively. When countering, use your index finger to hit Left Punch/Kick, and the middle finger to hit Right Punch/Kick. As soon as you see a grapple being applied, hit both punch buttons, then slide your fingers down to both kicks, then back to punches. If you continue sliding back and forth, you can at least hit any button mashing counters. In addition, every submission has LP + RP or LK + RK as a counter, so counter every move with this technique, with the mashing as a back up.

Useful Common Moves

The following are a few common moves that are useful to know.

Stand & Down Top—Achilles Hold: Most fighters have an Achilles Hold from Stand & Down Top. It forces a quick submission and is tough to see coming, making it very effective.

Standing—Achilles Hold: Some fighters have an Achilles Hold from Standing. Though it occasionally can be effective as a submission, it's even better as a takedown. All three escapes bring the fighters to a grappling position: clinch, guard bottom, or guard top. If you don't want to strike, land this move, and you're going down to the canvas.

Back Mount Top—Catch to Side Arm Bar: This forces a quick submission. If this move lands, you win. And even if the opponent mashes enough in the short amount of time available, the opponent moves to mount bottom.

Fighting Basics

Each fight is a one-on-one match between two fighters. You can win in one of three ways: knock out your opponent, force him to tap out (submit), or win by judge's decision when all rounds are played out. How you win is up to you.



Fights always begin like a boxing match. The fighters are in separate corners and come to the center of the ring. One of two things typically happen. Fighters either trade punches and kicks, or one of the fighters may take the fight to the mat. Any time the fighters are on the ground fighting, it's known as a grapple. Should both fighters attempt to grapple at the same time, they'll enter a clinch, which is a grapple where the fighters remain standing.



Knocking out your opponent isn't easy. These guys are tough, and they can take a lot of pain. A fighter is knocked out when his life bar is emptied and a finishing blow of any sort is delivered. The vitality gauge has two parts: life and stamina. The blue bar represents a fighter's stamina, and the red bar represents the fighter's life. Each time a fighter throws a kick or punch or attempts a grapple, the stamina bar diminishes. As a fighter's stamina lowers, he becomes more susceptible to submission moves. You can regain stamina by not attacking your opponent or by entering into the clinch. Whenever a fighter is hit, his life bar decreases. Even blocked attacks tend to cause a slight amount of damage. There's no way to restore the life bar during a fight.



Grappling is where submission holds come into play. By locking a joint and threatening to break an appendage, causing severe pain, or even cutting off the flow of blood or oxygen, you may force your opponent to tap out. Grapples are difficult and extremely dangerous, because anything you're trying to do to your opponent, he's probably trying to do right back to you. Use caution and your wits, and don't try unnecessary attacks, or you'll quickly tire out.



In the grapple, it's best to feel your opponent out. Let him make the first move, or try a couple of simple moves and see how he reacts. Then you can begin planning your strategy. If your punches are landing, try to beat him into submission. If not, try a submission hold. If that fails, let the opponent up and try more sparring.



Guard



Mount

Notice that moves are broken up as Guard, Mount, and Back. A Guard refers to when both opponents are on the mat, but the fighter on the bottom has his legs wrapped around his opponent's midsection. Mount refers to when the top fighter is sitting on the legs of the bottom fighter. Back is when one fighter is on all fours on the mat and the other fighter is sitting on his back. This is an extremely dangerous position, since the bottom fighter's head is open to attack. Learn all three of these terms, or you'll have a difficult time making sense of the moves lists we provide.



Back



Fighting Styles

Knowing your fighter is key to your success, and knowing your fighter's style will help you determine his strengths and weaknesses. For instance, if you know that your fighter practices Brazilian Jiu-Jitsu, you can immediately assume that he'll be skilled at takedowns and submission moves, and not so much punching and kicking. The following gives helpful information on the various styles present in PRIDE FIGHTING CHAMPIONSHIPS™.

Brazilian Jiu-Jitsu

Brazilian Jiu-Jitsu emphasizes ground fighting; in fact, most Brazilian Jiu-Jitsu stylists want to take the fight to the ground, as opposed to the stand-up fighting of other fighting arts. Brazilian Jiu-Jitsu practitioners believe that most fights end up on the ground, so you might as well learn the most effective ground fighting techniques available. These techniques include the aptly named guard and mount. While these two techniques seem simple, they form the foundation for almost all other Brazilian Jiu-Jitsu techniques.

The practitioner usually wants to take the fight to the ground and employ grappling skills, which include chokes, arm bars, pins, and strikes, to finish their opponents.

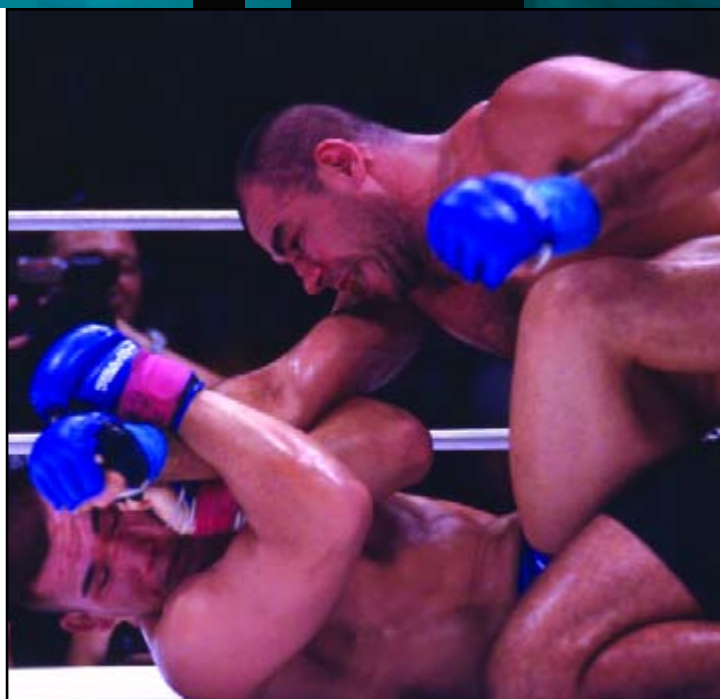
Combat Sambo

Sambo wrestling is a composite style of jacket wrestling. This style was developed in Russia to serve as a common form of sport wrestling for the fifteen different republics of the former Soviet Union, each of which had one or more of its own distinct styles of folk wrestling with widely varying rules. It was also used as a form of hand-to-hand combat preparation and training by the Soviet military. Sambo today is practiced in two styles: sport sambo, the third style of international wrestling and a globally popular form of submission grappling; and combat sambo, a method of self-defense training.

Helio Gracie

Helio Gracie is the one who actually masterminded what is now Gracie Jiu-Jitsu. Initially, he taught the traditional Japanese Jiu-Jitsu that he had learned. In time, he kept polishing the art and made it more refined. He made it a more workable tool so that he could become more proficient.

The movements and chokes you see in judo and other Jiu-Jitsu forms are basically the same ones used in Gracie Jiu-Jitsu. If you were to take a picture, they would look the same. However, Helio realized that if you push both hands, close your hands, turn your wrists, and extend your chest, you don't have to use as much strength while performing the same move in the traditional style. So it's the same choke, but you put your opponent to sleep easier. It requires less strength from the person applying the technique; he could do the techniques instead of muscling. The techniques were not invented by Helio (he never claimed this). What he did was make the art a little more accessible to the weaker person. Though he did not invent Jiu-Jitsu, he was the one who publicized it in Brazil. Everybody who does Jiu-Jitsu in Brazil has directly or indirectly learned from him.



Jiu-Jitsu

Jiu-Jitsu focuses on deflecting or controlling an attack. Jiu-Jitsu, which means "gentle art," is a system of combat through which a smaller person may defeat a person of greater physical stature. The term "gentle art" in no way implies that Jiu-Jitsu is a gentle, dainty art. Indeed, Jiu-Jitsu was the primary unarmed combat method of the Samurai, and could be devastatingly brutal on the battlefield.

"Gentle art" is a description of the principles and techniques that are the foundation of the art. A more accurate translation of Jiu-Jitsu would be "way of flexibility." The smaller person cannot rely upon brute force and strength to overcome someone who is bigger and stronger. Instead, the smaller person must use his opponent's strength and momentum to add to his or her own technique to gain victory in combat. When the opponent pushes, the defender pulls. When pulled, the defender pushes. This is the principle of "jiu no ri" as taught in Jiu-Jitsu.

Because it was designed as a combative art, Jiu-Jitsu relies upon many techniques, some of which are similar to those found in other martial arts like karate, aikido, and judo. Both aikido and judo are modern descendents of Jiu-Jitsu.

Kickboxing

Kickboxing started in the United States during the 1970s when American karate practitioners became frustrated with strict controls on martial arts competitions that didn't allow full contact kicks and punches. When the sport began, many questions were raised about the high risk of injury. As a result, safety rules were improved and protective clothing was added. Because this is a relatively new sport, there are no long-term traditions. The sport has undergone changes and been refined during the last two decades. Competitors use sparring, kicks, punches, kick blocks, shadow boxing, and wood breaking.

Muay Thai

Muay Thai, or "Thai Boxing," is a 2,000-year-old martial art that was developed on the battlefield. Muay Thai has developed into a ring sport and is recently becoming very popular in the United States.

A practitioner of Muay Thai may strike the body by using fists, elbows, shins, or knees. This is why the Muay Thai is sometimes called "the science of eight limbs."

Shoot Fighting

Shoot Fighting is a form of mixed martial arts (MMA). It combines the techniques of different martial arts. In particular, forms focused on striking, such as Muay Thai, with those focused on grappling, such as Brazilian Jiu-Jitsu.

Blending the techniques of stand-up fighting and ground fighting into one art is often referred to as "cross training." It results in a system that is competent in all ranges. Although a hybrid art, Shoot Fighting has, to a degree, developed into its own system with its own techniques, tactics, and training methods.

It is important to note that Shoot Fighting, unlike the original ValeTudo events, is first and foremost a sport with rules that are designed to protect the fighters and improve the quality of their technique. Official Shoot Fighting rules do not allow striking opponents who are on the ground. Shoot Fighting is not used by any default characters.

Shooto

Shooto is all-around fighting. Shooto training incorporates ground and stand-up in equal measure. The ground game is a mix of wrestling, sambo, judo, and a bit of Jiu-Jitsu without the guimono (or gi, as the Japanese call it). For stand-up, Shooto fighters prefer Muay Thai, although they have modified it to better fit into the mixed context.

Satoru Sayama, a former superstar in Japanese professional wrestling, started Shooto 15 years ago. The reason behind Sayama's Shooto was that he wanted to create the strongest martial arts in the world and promote it within the sport of real fighting. Shooto was considered an amateur sport for five years, and then began hosting professional fight cards.

Shooto has been regarded as one of the highest levels of "total fights" in Japan, and also held the ValeTudo Japan Open in the summer of 1994 to challenge Rickson Gracie, the strongest fighter and representative of the Gracie Jiu-Jitsu clan. Before fighting with Rickson, fighters from Europe and the United States had defeated Japanese fighters by using punches to the face while at the ground position (bottom position); this was their first experience. Sayama realized the importance of the positioning and reformed Shooto rules to introduce punches to the face, which had been previously forbidden at the ground position. The Shooto style with the new rule allowing punches to the face was established before the ValeTudo Japan Open 1995, when Shooto fighter Yuki Nakai defeated Gerard Gordeau from the Netherlands.



Submission

Submission wrestling (or submission grappling), judo, and some styles of Jiu-Jitsu, most notably Brazilian, are sports/martial arts that are basically wrestling with the addition of submission holds (chokes, arm bars or arm locks, leg locks, etc.). It incorporates techniques from martial arts such as Brazilian Jiu-Jitsu, Jiu-Jitsu, sambo, Shooto Fighting, Pancrase, NHB (no holds barred), judo, and sports such as freestyle wrestling, and Greco-Roman wrestling just to name a few. This sport is not related to professional wrestling in any fashion. Contests are won by forcing the opponent to surrender by the application of one of these moves. Some Jiu-Jitsu and judo events can also be won by scoring points using throws and other techniques. Since the advent of the PRIDE FIGHTING CHAMPIONSHIPS™ and other similar events over the past several years on pay-per-view cable, the popularity of this sport has massively increased. The success of fighters with high levels of submission grappling skills in these events is partly responsible for this popularity.

The goal of submission wrestling/submission grappling (and judo and Jiu-Jitsu to a certain extent) is to cause your opponent to give up or "tap out." The tap out signal, indicated by your opponent tapping his hand or foot on the mat (or on you), is the signal that he concedes the match. This is the primary difference between what we call submission wrestling and NHB events such as the PRIDE FIGHTING CHAMPIONSHIPS™ or Extreme Fighting. Submission wrestling is not used by any default characters.

Wrestling/Pro Wrestling

Wrestling is the fighting style of two unarmed opponents grappling with each other. The object is to secure a fall (cause the opponent to lose balance and fall to the floor) and to pin the supine opponent's shoulders to the floor through the use of body grips, strength, and skill.

The Fighters

What fun would PRIDE FIGHTING CHAMPIONSHIP™ be if all of the fighters were alike? You have a tough choice to make each time you start the game. Which one of these fearsome fighting machines will you control? This section provides information on each fighter and a list of his moves.

No two fighters are exactly alike. They do have certain similarities, so you can step into any match with any fighter and not be defenseless. But to win big, you must learn what makes your chosen fighter tick. Learn his strengths and weaknesses and do your best to learn his most devastating moves.

The move lists are broken up into six sections: Standing, Guard, Mount, Back, Stand & Down, and Clinch. These are the situations in which the moves can be used. The lists are then further broken down by the secondary conditions such as "front step" or "top." So if you see a move in the "Stand" list that says "front step," you must perform the move while in the standing position after performing a front step. Fighter parameters are from A=Excellent to E=Poor. Here are some terms you'll need to know when looking at the lists:



Move List Terms

Term	Description
Back	Both fighters are on the mat with one fighter on the other fighter's back.
Back Bottom	The player is on the mat with the other player on his back.
Back Top	The player is on the back of the other player.
Back Step	A quick lunge away from your opponent.
Clinch	The fighters are grappling while standing.
Front Step	A quick lunge toward your opponent.
Guard	Both fighters are on the mat with the top fighter straddling the fighter on the bottom.
Guard Bottom	The player is in the bottom position while in a guard.
Guard Break	Forces a player to drop his guard temporarily.
Guard Top	The player is in the top position while in a guard.
LK	Left kick.
LP	Left punch.
Left Step	A quick lunge to the left.
Mash Buttons	Rapidly tap any directional button, or repeatedly rotate the left stick.
Mount	Both fighters are on the mat with the top fighter straddling the fighter on the bottom.
Mount Bottom	The player is in the bottom position while in a mount.
Mount Top	The player is in the top position while in a mount.
RK	Right kick.
RP	Right punch.
Right Step	A quick lunge to the right.
Stand	Moves performed while in the standing position.
Stand & Down (S&D)	One fighter is standing while the other is sitting on the mat.
Stand & Down Down	The player is in the sitting position.
Stand & Down Stand	The player is in the standing position.
Uncatchable	The attack cannot be caught by the opponent.



Ricardo ARONA

Biography

Ricardo Arona is recognized as a top-quality grappler who has many credentials. Like many top Brazilian jiu-jitsu stylists, Ricardo made the transition to mixed martial arts with success. In his PRIDE FIGHTING CHAMPIONSHIP™ debut, he won a match by decision against Guy Mezger.

Vital Statistics

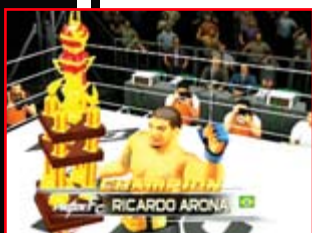
Gym Free
Birth Place Brazil
Height 5'10"
Weight 198 lb.
Date of Birth 07-17-78
Style Brazilian Jiu-Jitsu

In-Game Strength

- Excellent takedown skills
- Powerful strikes
- Well-rounded fighter

Special Moves

Away Step Back Straight (Stand/Back Step) LP, LP (Special Counter)
Double Toe Kick (Stand) RK, RK (Special Counter)
Delay Tackle B (Stand) LP + LK, RP + RK



Away Step Back Straight



Double Toe Kick



Delay Tackle B



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Double Jab and Straight	RP, RP, LP
Jab and Low Kick	RP, RK
Jab and Straight	RP, LP
Jab and Straight and Knee	RP, LP, LK
Body Upper	LP
Upper and Low Kick	LP, LK
Upper and Hook	LP, RP
Low Toe Kick	LK
Mid Toe Kick	RK
Double Toe Kick	RK, RK (Special Counter)
Delay Tackle A	LP + LK, LP + LK
Delay Tackle B	LP + LK, RP + RK
Tackle	RP + RK or LP + LK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Right Head Slip	LP + RK
Left Head Slip	RP + LK
Spear	While opponent is stunned RK + LK (No reversal)
Holding Knee	While opponent is stunned RP + RK
Standing Choke Sleeper	While opponent is stunned LP + LK
Knuckle Bomb	While opponent is stunned RP + LP
Step in Lead Jab	On forward step RP
Step in Lead Jab Combo	On forward step RP, LP
Lead Jab to Tackle	On forward step RP, LP, LP + LK
Down Swing Straight	On forward step LP
Straight and Hook	On forward step LP, RP (Stagger)
Step in Calf Kick	On forward step RK
Step in Kick	On forward step LK Stagger
Airplane Spin	On forward step LP + LK (If opponent reverses with LP + RK, mashing the buttons will counter the reversal)
Holding Knee Kick	On forward step RP + RK
Shoulder Charge	On forward step RP + LP (Special Counter)
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Body Upper	On back step RP (Guard Break)
Step Back Straight	On back step LP (Special Counter)
Away Step Back Straight	On back step LP, LP (Special Counter)
Step Back Straight Then Tackle	On back step LP, LP + LK
Step Back Low Kick	On back step RK

Stand(cont.)	
Move Name	Command (Special Effect/Note)
Step Back Mid Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom	
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Neck Choke	From top position RP + RK
Heel Hook	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Cross Knee Bar	From bottom position RP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you



Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Arm Lock	From top position LP + LK
Arm Bar	From top position RP + RK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Achilles Hold	From bottom position RP + RK
Reversal	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

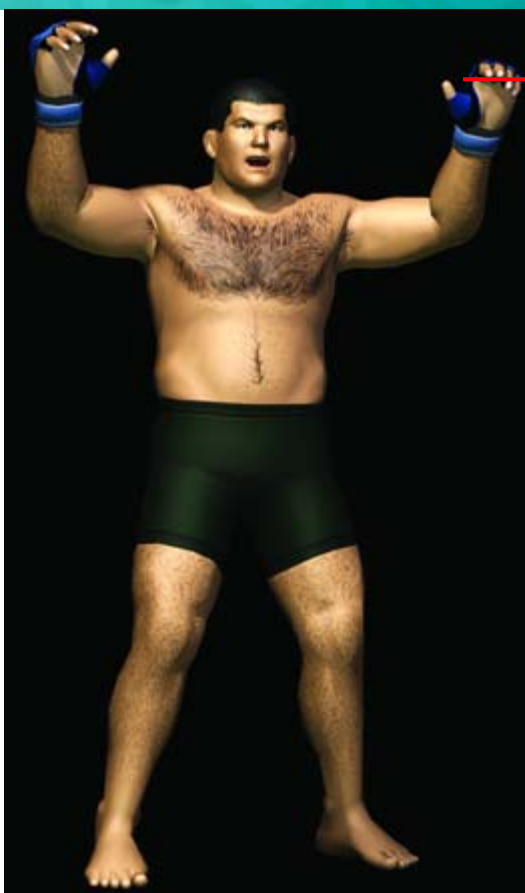
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Arm Bar	From top position RP + RK
Rear Naked Choke	From top position LP + LK
Side Arm Bar	From top position RP + LP
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Kip Up	From bottom position LP + RK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Rev Leg Bar	From bottom position Press RK + LK before opponent's right kick hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohshotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Tom Erikson

Biography

The "Big Cat" Tom Erikson has always been avoided by fighters, and with good reason. Not only is he massive, but he also seems to take down anyone with ease. Once he has his opponent down, it could very well be over as he grounds and pounds his way to victory.

Vital Statistics

Gym Free
 Birth Place Illinois, U.S.A.
 Height 6'3"
 Weight 287 lb.
 Date of Birth 7-6-64
 Style Wrestling

In-Game Strength

- Excellent takedown skills
- Powerful strikes on the ground
- Prefers top mount positions

Special Moves

Tom B2B (Stand/Forward Step) RP + RK
 Triple Axe Handle (Mount/Top) RP + LP, RP, LP (Guard Break)
 Double Right Power Punch (Guard/Top) RP, RP, RP



Tom B2B



Triple Axe Handle



Double Right Power Punch





Moves

Stand

Move Name	Command (Special Effect/Note)
Jab	RP
Jab and Low Kick	RP, LK
Hook	LP
Double Hook	LP, RP
Right Low Kick	RK
Left Low Kick	LK
Tackle	RP + RK or LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Axe Handle	While opponent is stunned RP + LP (Guard Break)
Double Axe Handle	While opponent is stunned RP + LP, RP + LP (Guard Break)
Standing Choke Sleeper	While opponent is stunned RP + RK or LP + LK
Hook	On forward step RP (Stagger)
Upper	On forward step LP (Guard Break)
Right Mid Kick	On forward step RK
Left Mid Kick	On forward step LK (Stagger)
Tom B2B	On forward step RP + RK
Body Tackle	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Chopping Hook	On back step RP (Guard Break & Special Counter)
Hook	On back step LP (Special Counter)
Big Boots	On back step RK
Low Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	Right Step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Knee Kick	On left step LK (Uncatchable)

Stand(cont.)

Move Name	Command (Special Effect/Note)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Double Right Punch	From top position RP, RP
Double Right Power Punch	From top position RP, RP, RP
Left Punch	From top position LP
Left and Right Punch	From top position LP, RP
Left and Right Power Punch A	From top position LP, RP, RP
Left and Right Power Punch B	From top position LP, RP, RP, RP (Guard Break)
Axe Handle	From top position RP + LP (Guard Break)
Power Axe Handle	From top position RP + LP, RK + LK (Guard Break)
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Can Opener	From top position RP + RK
Heel Hook	From top position LP + LK
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Double Right Punch	From top position RP, RP
Triple Right Punch	From top position RP, RP, RP (Guard Break)
Left Punch	From top position LP
Left and Right Punch	From top position LP, RP
Left and Right and Left Punch	From top position LP, RP, LP (Guard Break)

Mount Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Left and Right and Left Punch and Axe Handle	From top position LP, RP, LP, RP + LP (Guard Break)
Left and Right and Left Punch and Power Axe Handle	From top position LP, RP, LP, RP + LP, RK + LK (Guard Break)
Axe Handle	From top position RP + LP (Guard Break)
Power Axe Handle	From top position RP + LP, RK + LK (Guard Break)
Double Axe Handle	From top position RP + LP, RP (Guard Break)
Power Double Axe Handle	From top position RP + LP, RP, RK + LK (Guard Break)
Triple Axe Handle	From top position RP + LP, RP, LP (Guard Break)
Power Triple Axe Handle	From top position RP + LP, RP, LP, RK + LK (Guard Break)
Right Body Punch	From top position RK
Double Right Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Double Left Body Punch	From top position LK, LK
Scarf Hold	From top position RP + RK
Guillotine Choke	From top position LP + LK
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Escape to Guard	From bottom position Mash buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK or LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP

Back Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Throw	LP + LK
Power Throw	RK + LK
Escape	Mash Buttons (No reversal)



Don Frye

Biography

Wrestler-turned-fighter, turned-pro-wrestler and back to fighter, Don Frye has always shown that he can hang with any heavyweight in the ring. Skill and charisma have made him popular in Japan and America. Still hungry to fight, "The Predator" still looks for prey.

Vital Statistics

Gym Free
Birth Place Florida, U.S.A.
Height 6'
Weight 243 lb.
Date of Birth 11-23-65
Style Wrestling

In-Game Strength

- Excellent submission skills
- Very powerful strikes
- Well-rounded fighter

Special Moves

Power Upper Combo (Stand) RP, LP, RP, RP
Double Straight (Stand) LP, LP (Guard Break)
Stomp Kick (Stand/Back Step) RK
(Stagger/Special Counter/Uncatchable)



Power Upper Combo



Double Straight



Stomp Kick



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Jab and Straight	RP, LP
Jab and Straight Upper	RP, LP, RP (Special Counter)
Power Upper Combo	RP, LP, RP, RP
Jab and Low Kick	RP, LK
Straight	LP
Straight and Upper	LP, RP
Double Straight	LP, LP (Guard Break)
Right Low Kick	RK
Left Low Kick	LK
Tackle	RP + RK or LP + LK
Right Head Slip	RP + LK
Hook	Right Head Slip RP (Special Counter)
Left Head Slip	LP + RK
Smash	Left Head Slip LP (Special Counter)
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Toe Kick	While opponent is stunned LK
Standing Choke sleeper	While opponent is stunned RP + RK or LP + LK
Hook	On forward step RP
Double Hook	On forward step RP, LP
Body Punch	On forward step LP
Body and Hook	On forward step LP, RP
Body and Hook and Upper	On forward step LP, RP, LP (Special Counter)
Mid Kick	On forward step RK
Low Kick	On forward step LK
Tackle	On forward step RP + RK
Holding Hook	On forward step LP + LK
Counter Upper	On forward step Press RP + LP before opponent's left right high punch hits you (Special Counter)
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Power Jab	On back step RP
Power Jab and Straight	On back step RP, LP
Hook	On back step LP (Special Counter)
Stomp Kick	On back step RK (Stagger/Special Counter/Uncatchable)
Low Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you

Stand(cont.)	
Move Name	Command (Special Effect/Note)
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Straight	On right step LP
Mid Kick	On right step RK
Low Kick	On right step LK
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Straight	On left step LP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Heel Hook	From top position RP + RK
Counter Heel Hook	From top position RK + LK (If Heel Hook is countered)
Holding Punch	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK
Arm Lock	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Kata Gatame	From top position RP + RK
Guillotine Choke	From top position LP + LK
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK or LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Taunt	From top position LP + RK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohshotogari	RP + RK
Throw	LP + LK
Escape	Mash buttons (No reversal)



KazuyukiFujita

Biography

Shocking the world, Kazuyuki Fujita advanced to the semi finals of the PRIDE Grand Prix only to withdraw with an injury. This amateur turned professional wrestler has defeated some very big names in PRIDE FIGHTING CHAMPIONSHIPS™ and has shown the world that he is a force to be reckoned with.

Vital Statistics

Gym Free
 Birth Place Japan
 Height 6'
 Weight 231 lbs
 Date of Birth 10-16-70
 Style Wrestling

In-Game Strength

- Excellent takedown skills
- Excellent endurance
- Prefers top mount positions

Special Moves

Crouching Tackle . . . (Stand) LP + RK, LP + RK
 Step in High Kick . . . (Stand/Forward Step) RK (Special Counter/Uncatchable)
 Lift Up Slam (Stand/Forward Step) LP + LK



Crouching Tackle



Step in High Kick



Lift Up Slam



Moves

Stand	
Move Name	Command (Special Effect/Note)
Right Hook	RP
Hook and Body Jab	RP, RP
Hook and Upper	RP, LP
Hook and Low Kick	RP, LK
Left Hook	LP
Double Hook	LP, RP
Low Toe Kick	RK
Low Kick	LK
Head Slip	RP + LK
Crouching	LP + RK
Crouching Tackle	LP + RK, LP + RK
Crouching Upper	LP + RK, RP
Tackle	RP + RK or LP + LK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Standing Choke	While opponent is stunned RP + RK
Airplane Spin	While opponent is stunned LP + LK
Double Hammer	While opponent is stunned RP + LP
Hook	On forward step RP (Guard Break and Special Counter)
Down Swing Left	On forward step LP (Special Counter)
Step in High Kick	On forward step RK (Special Counter/Uncatchable)
Knee Burst	On forward step LK (Uncatchable)
Crouching	On forward step LP + RK
Crouching Tackle	On forward step LP + RK, LP + RK
Crouching Upper	On forward step LP + RK, RP
Body Tackle	On forward step RP + RK
Lift Up Slam	On forward step LP + LK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Backward Upper	On back step RP
Quarter Straight	On back step LP
Step Out Mid Kick	On back step RK
Away Toe Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK

Stand(cont.)	
Move Name	Command (Special Effect/Note)
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom	
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Heel Hook	From top position RP + RK or LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Scarf Hold	From top position LP + LK
Arm Lock	From top position RP + RK
Axe Handle	From top position RP + LP (Guard Break)
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

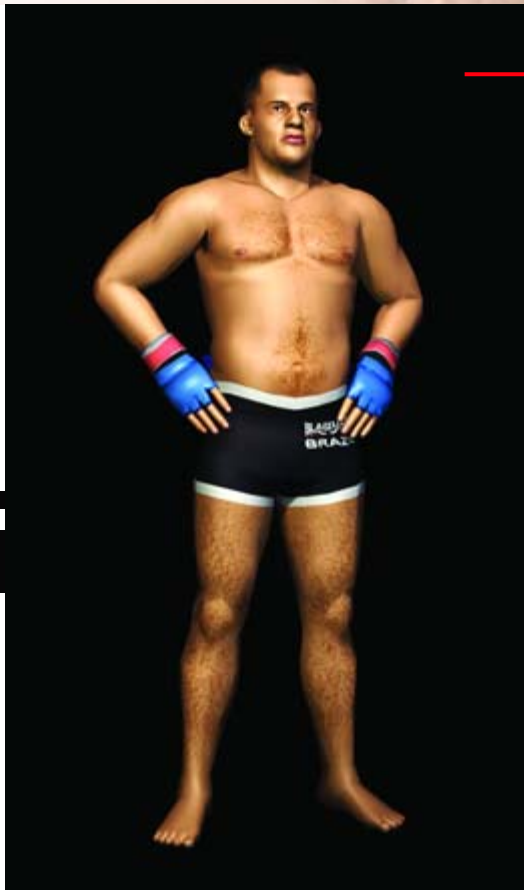
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Rear Naked Choke	From top position RP + RK or LP + LK
Escape to Standing	From top position LP + RK (No Reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No Reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No Reversal)
Right Punch	Top/On forward step RP
Left Punch	Top/On forward step LP
Right Low Kick	Top/On forward step RK
Left Low Kick	Top/On forward step LK
Catch Thigh Kick	Top/On forward step Press RK + LK before opponent's kick hits you (No Reversal)
Right Punch	Top/On back step RP
Left Punch	Top/On back step LP
Right Low Kick	Top/On back step RK
Left Low Kick	Top/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Belly to Belly	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No Reversal)



Allan Goes

Biography

Allan Goes is a tough fighter from Brazil who has fought some of the best. Goes is also the only Brazilian jiu-jitsu stylist to go the distance and gain a draw against Kazushi Sakuraba.

Vital Statistics

Gym Free
Birth Place Brazil
Height 6'
Weight 194 lb.
Date of Birth 4-20-71
Style Brazilian Jiu-Jitsu

In-Game Strength

- Good submission skills
- Powerful ground strikes
- Prefers top mount positions

Special Moves

Compasso (Stand/Left Step) LK (Special Counter/Uncatchable)
Feint Tackle (Stand/Forward Step) RK, LP + LK
Punch Combo 4 (Mount/Top) LP, RP, LP, RP, LP



Compasso



Feint Tackle



Punch Combo 4



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Jab and Hook	RP, LP
Jab and Hook and Straight	RP, LP, RP
Left Hook	LP
Hook Combo	LP, RP
Double Hook	LP, LP (Guard Break)
Hook and Toe Kick	LP, LK
Right Low Kick	RK
Left Low Kick	LK
Ohsotogari	RP + RK
Tackle	LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Catch and Arm Bar	Press RP + LP before opponent's right high punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Swing Blow	While opponent is stunned LP
Triangle Arm Bar	While opponent is stunned RP + RK
Standing Choke Sleeper	While opponent is stunned LP + LK
Takedown	Opponent Stun/On forward step RP + RK or LP + LK (No reversal/Escape)
Step in Body Jab	On forward step RP
Overhead Punch	On forward step LP
Storm Kick	On forward step LK (Stagger/Uncatchable)
Feint Step	On forward step RK
Feint Kick	On forward step RK, RK (Special Counter)
Feint Tackle	On forward step RK, LP + LK
Flying Arm Bar	On forward step RP + LP
High Speed Tackle	On forward step RP + RK
Body Tackle	On forward step LP + LK
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Step Back Hook	On back step RP
Step Back Upper	On back step LP (Special Counter)
Step Back Toe Kick	On back step RK (Special Counter)
Back Kick	On back step LK
Tackle	On back step RP + RK
Achilles Hold	On back step LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP

Stand(cont.)

Move Name	Command (Special Effect/Note)
Mid Kick	On right step RK
Low Kick	On right step LK
Flying Arm Bar	On right step RP + LP
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Compasso	On left step LK (Special Counter)/Uncatchable
Side Step Low Attitude Tackle L	On left step LP + LK
Flying Arm Bar	On left step RP + LP
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Neck Lock	From top position RP + RK
Heel Hook	From top position LP + LK
Pass Guard	From top position Mash Buttons
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Arm Bar	From bottom position RP + RK
Holding Punch	From bottom position LP + LK
Catch Reversal to Back	From bottom position Press RK + LK before opponent's punch hits you (To Back Mount Top)
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you



Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Short Punch	From top position LP
Punch Combo 1	From top position LP, RP
Punch Combo 2	From top position LP, RP, LP
Punch Combo 3	From top position LP, RP, LP, RP
Punch Combo 4	From top position LP, RP, LP, RP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Shoulder Slam	From top position RP + RK
Scarf Hold	From top position LP + LK
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you (Catch)
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
TK Scissors	From bottom position RK + LK
Neck Choke	From bottom position RP + RK
Reversal	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position RK
Right Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK or LP + LK
Catch and Side Arm Bar	From top position Press RP + LP before opponent's punch hits you (Catch)
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP

Back Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Reversal	From bottom position RP + RK
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)

Gary Goodridge

Biography

A fan favorite wherever he goes, "Big Daddy" Gary Goodridge is always up for a challenge in the ring. This heavyweight has become the gatekeeper of the PRIDE FIGHTING CHAMPIONSHIP™ ring. Any fighter who wants to waltz into PRIDE FIGHTING CHAMPIONSHIPS™ had better think again when "Big Daddy" is around.

Vital Statistics

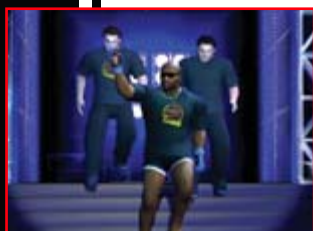
Gym Free
 Birth Place Trinidad and Tobago
 Height 6'1"
 Weight 243 lb.
 Date of Birth 1-17-66
 Style Arm Wrestling

In-Game Strength

- Very powerful standing punches
- Very powerful around strikes
- Prefers standing position

Special Moves

Down Swing Combo (Stand/Back Step) RP, LP (Stagger)
 Rush Combo 5 (Opponent Stun) RP, LP, RP, LP, RP (Guard Break)
 Down Swing Punch (Back Step) LP (Guard Break)



Down Swing Combo



Rush Combo 5



Down Swing Punch



Moves

Stand

Move Name	Command (Special Effect/Note)
Right Jab	RP
Double Jab	RP, RP
One Two Punch	RP, LP
One Two and Upper	RP, LP, RP (Special Counter)
Straight	LP
Straight and Jab	LP, RP
Straight and Jab and Low Kick	LP, RP, LK
Straight and Jab and Hook	LP, RP, LP (Special Counter)
Front Kick	RK
Low Kick	LK
Tackle	RP + RK or LP + LK
Tackle Cut Punch	Tackle Reversal Press RP + LP when opponent tries to tackle you
Head Slip	RP + LK or LP + RK
Catch Counter	Press RP + LP before opponent's right high punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Holding Hook Rush	While opponent is stunned RP + RK
Standing Choke Sleeper	While opponent is stunned LP + LK
Gary Combo 1	While opponent is stunned LP
Gary Combo 2	While opponent is stunned LP, RP
Gary Combo 3	While opponent is stunned LP, RP, LP
Gary Combo 4	While opponent is stunned LP, RP, LP, RP
Rush Combo 1	While opponent is stunned RP
Rush Combo 2	While opponent is stunned RP, LP
Rush Combo 3	While opponent is stunned RP, LP, RP
Rush Combo 4	While opponent is stunned RP, LP, RP, LP
Rush Combo 5	While opponent is stunned RP, LP, RP, LP, RP (Guard Break)
Upper Cut	On forward step RP (Special Counter & Guard Break)
Body Upper	On forward step LP (Special Counter)
Body Upper and Hook	On forward step LP, RP (Stagger)
Dash Toe	On forward step RK
High Toe Kick	On forward step LK (Uncatchable)
Holding Hook	On forward step LP + LK
Holding Knee	On forward step RP + RK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Step Back Upper	On back step RP (Special Counter)
Down Swing Combo	On back step RP, LP (Stagger)
Down Swing Punch	On back step LP (Guard Break)
Step Back Mid Kick	On back step LK

Stand (cont.)

Move Name	Command (Special Effect/Note)
Flip Low Kick	On back step RK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Double Right Punch	From top position RP, RP
Triple Right Punch	From top position RP, RP, RP
Left Punch	From top position LP
Double Left Punch	From top position LP, LP
Right Slap	From top position RK
Left Slap	From top position LK
Holding Punch	From top position LP + LK
Neck Choke	From top position RP + RK
Catch and Counter	From top position Press RP + LP before opponent's punch hits you (Catch Punch)
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Double Right Punch	From bottom position RP, RP
Right and Left Punch	From bottom position RP, LP
Left Punch	From bottom position LP
Double Left Punch	From bottom position LP, LP
Left and Right Punch	From bottom position LP, RP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK

Guard Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Double Right Punch	From top position RP, RP
Right and Left Punch	From top position RP, LP
Left and Right Punch	From top position RP, LP, RP
4th Cross Punch	From top position RP, LP, RP, LP
Left Punch	From top position LP
Double Left Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Knuckle Bomb	From top position RP + LP
Temple Hook Rush	From top position LP + LK
Guillotine Choke	From top position RP + RK
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Left Body Punch	From bottom position LK
Right Body Punch	From bottom position RK
Reversal	From bottom position RP + RK or LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Back Hold Punch	From top position RP + RK
Choke Sleeper	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP

Back Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Volcano	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
Taunt	From top position RP + LP If opponent is very close, he will stand up (no reversal)
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Renzo Gracie

Biography

Known as one of the classiest fighters, Renzo Gracie is always a fan favorite. Win or lose, he always puts on an exciting fight and never makes excuses. He continues to fight anyone at any time. With his opponents often being much larger, he always gives 100 percent for the fans.

Vital Statistics

Gym R.G. JiuJitsu Academy
Birth Place Brazil
Height 5'10"
Weight 179 lb.
Date of Birth 3-11-67
Style Gracie Jiu-Jitsu

In-Game Strength

- Excellent reversal skills
- Excellent submission skills
- Prefers ground positions

Special Moves

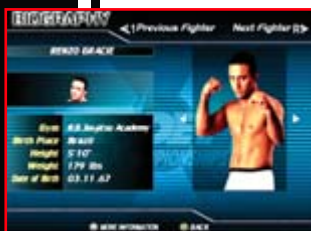
Step Punch Combo 3 (Stand/Forward Step) LP, RP, LP, RP
Step Punch Combo and Tackle (Stand/Forward Step) LP, RP, LP, LP + LK
Leg Drag (S&D/Bottom) LP + LK



Step Punch Combo 3



Step Punch Combo and Tackle



Leg Drag



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Jab and Straight	RP, LP
Jab and Straight and Upper	RP, LP, RP
Jab and Low Kick	RP, LK
Straight	LP
Straight and Jab	LP, RP
Straight and Jab and Low Kick	LP, RP, RK
Right Low Kick	RK
Left Low Kick	LK
Tackle	RP + RK or LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Standing Choke Sleeper	While opponent is stunned RP + RK or LP + LK
Jab	On forward step RP
Jab and Hook	On forward step RP, LP
Step Punch	On forward step LP
Step Punch Combo 1	On forward step LP, RP
Step Punch Combo 2	On forward step LP, RP, LP
Step Punch Combo 3	On forward step LP, RP, LP, RP
Step Punch Combo and Tackle	On forward step LP, RP, LP, LP + LK
Right Mid Kick	On forward step RK
Left Mid Kick	On forward step LK
Tackle	On forward step RP + RK
To Clinch	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Right Straight	On back step RP (Special Counter)
Left Straight	On back step LP
Right Mid Kick	On back step RK (Uncatchable)
Left Mid Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP

Stand(cont.)

Move Name	Command (Special Effect/Note)
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Arm Lock	From top position RP + RK
Achilles Hold	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Right Feint Punch	From bottom position RP, RP
Left Punch	From bottom position LP
Left Feint Punch	From bottom position LP, LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Triangle Choke	From bottom position RP + RK
Chicken Wing Arm Lock	From bottom position LP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you (Extended catching time)

Moves

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Leg Bar	From top position RP + RK
Arm Bar	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Achilles Hold	From bottom position RP + RK
Front Choke	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you (Extended catching time)

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK or LP + LK
Catch Side Arm Bar	From top position Press RP + LP before opponent's left punch hits you
Catch Arm Bar	From top position Press RP + LP before opponent's right punch hits you
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Chin Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you (Extended catching time)
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you (Extended catching time)
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Self Takedown	RK + LK (To Guard Bottom)
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Royce Gracie

Biography

A pioneer of the sport, Royce Gracie quickly became one of the world's most recognized and feared faces in fighting circles. Responsible for making Gracie jiu-jitsu one of the most practiced martial arts in the modern day, Royce continues to carry on his family's legacy around the world.

Vital Statistics

Gym Team Royce Gracie
 Birth Place Brazil
 Height 6'
 Weight 176 lb.
 Date of Birth 12-12-66
 Style Gracie Jiu-Jitsu

In-Game Strength

- Master of reversals
- Excellent submission skills
- Prefers bottom guard positions

Special Moves

Step Left Punch Combo 3 (Stand/Forward Step) LP, RP, LP, RP
 Right Heel Kick (Guard/Bottom) RK
 Right Feint Punch (Guard/Bottom) RP, RP



Step Left Punch Combo 3



Right Heel Kick



Right Feint Punch



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Hook	LP
Mid Kick	RK
Low Kick	LK
Hip Toss	RP + RK or LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Punch Catch	Press RP + LP before opponent's punch hits you (Extended catching time)
Kick Catch	Press RK + LK before opponent's kick hits you (Extended catching time)
To Clinch	When opponent is in a corner RP + RK or LP + LK
Standing Choke Sleeper	While opponent is stunned RP + RK
Self Takedown	While opponent is stunned LP + LK
Step Right Punch	On forward step RP
Step Right Punch Combo 1	On forward step RP, LP
Step Right Punch Combo 2	On forward step RP, LP, RP (Special Counter)
Step Left Punch	On forward step LP
Step Left Punch Combo 1	On forward step LP, RP
Step Left Punch Combo 2	On forward step LP, RP, LP
Step Left Punch Combo 3	On forward step LP, RP, LP, RP
Step Left Punch Combo and Tackle	On forward step LP, RP, LP, LP + LK
Low Kick	On forward step RK
Side Thin Kick	On forward step LK
Tackle	On forward step RP + RK
Tackle	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Back Step Upper	On back step RP
Double Back Step Upper	On back step RP, LP
Double Back Step Upper and Kick	On back step RP, LP, RK (Special Counter)
Straight	On back step LP
Double Straight	On back step LP, RP
Double Straight and Mid Kick	On back step LP, RP, LK (Special Counter)
High Kick	On back step RK (Special Counter/Uncatchable)
Mid Kick	On back step LK
Tackle	On back step RP + RK
Achilles Hold	On back step LP + LK

Stand(cont.)

Move Name	Command (Special Effect/Note)
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Neck Pull Up	From top position RP + RK
Heel Hook	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to standing	From top position LP + RK
Right Punch	From bottom position RP
Right Feint Punch	From bottom position RP, RP
Left Punch	From bottom position LP
Left Feint Punch	From bottom position LP, LP
Right Heel Kick	From bottom position RK
Left Heel Kick	From bottom position LK
Triangle	From bottom position RP + RK
Achilles Hold	From bottom position LP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Feint Holding Punch	From bottom position RK + LK, RP
Holding Temple Punch	From bottom position RK + LK, RK + LK
Double Feint Holding Punch	From bottom position RK + LK, RK + LK, RP

Guard Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you (Extended catching time)

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Arm Lock	From top position RP + RK
Arm Bar	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Kata Gatame	From bottom position RP + RK
Reversal	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you (Extended catching time)

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK
Leg Bar	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Sliding Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Sliding Heel Hook	From top position/On forward step RP + RK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Right Punch	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Low Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you (Extended catching time)
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you (Extended catching time)
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Sleeper Choke	RP + RK
Throw	LP + LK
Self Takedown	RK + LK
Escape	Mash Buttons (No reversal)



Dan Henderson

Biography

One of the classiest and most modest fighters in the world, Dan Henderson has many impressive wins under his belt. He always fights top competitors and has lost only to Wanderlei Silva. Dan has shown that he can hang with any fighter his size and larger.

Vital Statistics

Gym Team Quest
Birth Place California, U.S.A.
Height 5'10"
Weight 198 lb.
Date of Birth 8-24-70
Style Wrestling

In-Game Strength

- Excellent takedown skills
- Versatile striker
- Well-rounded fighter

Special Moves

Double Body Hook (Stand/Back Step) LP, RP (Stagger)
Low Ducking Kick (Stand/Forward Step) RK, RP + RK
Step Back Upper (Stand/Back Step) RP (Guard Break)



Double Body Hook



Low Ducking Kick



Step Back Upper



Moves

Stand

Move Name	Command (Special Effect/Note)
Right Jab	RP
Double Jab	RP, RP
Double Jab then Holding Upper	RP, RP, RP + RK
One Two Punch	RP, LP
One Two and Upper	RP, LP, RP
Straight	LP
Straight and Upper	LP, RP
Right Low Kick	RK
Left Low Kick	LK
Holding Upper	RP + RK
Tackle	LP + LK
Right Head Slip	RP + LK
Right Hook	Right Head Slip RP
Left Head Slip	LP + RK
Left Hook	Left Head Slip LP
Tackle Cut then Punch	Tackle Reversal Press RP + LP when enemy tries to tackle you
Catch Hook	Press RP + LP before opponent's right punch hits you (Punch Catch)
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Standing Choke Sleeper	While opponent is stunned RP + RK or LP + LK
Dynamite Hook	On forward step RP (Special Counter)
Step in Upper	On forward step LP
Upper and Jab	On forward step LP, RP
Right Flip Low Kick	On forward step RK
Low Ducking Kick	On forward step RK, RP + RK
Low Roundhouse Kick	On forward step LK
Holding Upper	On forward step RP + RK
Body Tackle	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch to Takedown	On forward step Press RK + LK before opponent's low kick hits you
Step Back Upper	On back step RP (Guard Break)
Upper Cancel	On back step RP, RK
Body Hook	On back step LP
Double Body Hook	On back step LP, RP (Stagger)
Roundhouse Kick	On back step RK (Uncatchable)
Away Toe Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK

Stand(cont.)

Move Name	Command (Special Effect/Note)
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Can Opener	From top position RP + RK
Heel Hook	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body	From bottom position RK
Left Body	From bottom position LK
Reversal	From bottom position RP + RK
Rear Naked Choke	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you



Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Choke and Hook	From top position RP + RK
Scarf Hold	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Guillotine	From bottom position RP + RK
Kata Gatame	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position RK
Right Body Punch	From top position LK
Rear Naked Choke A	From top position RP + RK
Rear Naked Choke B	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Standing Choke Sleeper	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)

Heath Herring

Biography

Heath Herring exploded onto the scene when he shocked critics by defeating the heavily favored Tom Erickson. Known for his always-colorful hairstyles, he continues to make his mark in the sport as one of the most entertaining fighters, and shows why he is known as the Texas Crazy Horse.

Vital Statistics

Gym Golden Glory
 Birth Place Texas, U.S.A.
 Height 6'
 Weight 254 lb.
 Date of Birth 3-2-78
 Style Sambo

In-Game Strength

- Good striker with long reach
- Excellent submission skills
- Many knock-back strikes

Special Moves

Overhead Punch (Stand/Back Step) RP, LP
 Double One Two Punch (Stand) RP, LP, RP, LP (Stagger)
 Front High Kick (Stand) RK, RK (Stagger/Uncatchable)



Overhead Punch



Double One Two Punch



Front High Kick



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
One Two Punch	RP, LP
One Two and Jab	RP, LP, RP
Double One Two Punch	RP, LP, RP, LP (Stagger)
Corner Rush	While opponent is in a corner RP, LP, RP, LP, RP, LP
Jab and Mid Kick	RP, LK
Straight	LP
Straight and High Kick	LP, LK (Special Counter)/Uncatchable
Straight and Jab	LP, RP
Straight and Jab and Straight	LP, RP, LP (Stagger)
Low Kick	LK
Mid Kick	RK
Front High Kick	RK, RK (Stagger/Uncatchable) (Second hit only occurs if first hit misses)
Right Head Slip	RP + LK
Right Upper	Right Head Slip RP
Taunt (Berserk)	LP + RK
Berserk Hook	LP + RK, RP
Berserk Double Hook	LP + RK, RP, LP
Berserk Body Straight	LP + RK, LP (Stagger)
Berserk Running Kick	LP + RK, RK (Special Counter & Guard Break)
Tackle	RP + RK or LP + LK
Catch Counter	Press RP + LP before opponent's RIGHT HIGH punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Finishing Knee	While opponent is stunned LP + LK
Front Choke	While opponent is stunned RP + RK
Body Jab	On forward step RP
Body Jab and Upper	On forward step RP, LP (Stagger)
Step in Hook	On forward step LP
Double Hook	On forward step LP, RP
Front Mid Kick	On forward step RK (Special Counter)
Step in Low Kick	On forward step LK
Quick Tackle	On forward step RP + RK
Lift up Slam	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Catch to Takedown	On forward step Press RK + LK before opponent's LOW kick hits you
Step Back Straight	On back step RP
Overhead Punch	On back step RP, LP

Stand (cont.)	
Move Name	Command (Special Effect/Note)
Power Punch	On back step LP
Crouching	On back step LP, LP + LK
Running High Kick	On back step RK (Special Counter/Uncatchable)
Sway Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom	
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Double Right Punch	From top position RP, RP
Left Punch	From top position LP
Double Left Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Can Opener	From top position RP + RK
Achilles Hold	From top position LP + LK
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK

Guard Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Power Bomb	From top position Press LP + RK when opponent tries to use a reversal
Right Punch	From bottom position RP
Double Right Punch	From bottom position RP, RP
Right and Left Punch	From bottom position RP, LP
Left Punch	From bottom position LP
Double Left Punch	From bottom position LP, LP
Left and Right Punch	From bottom position LP, RP
Left Body Punch	From bottom position LK
Right Body Punch	From bottom position RK
Rear Naked Choke	From bottom position RP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RK
Right and Left Punch	From top position RP, LP
Left Punch	From top position LP
Left and Right Punch	From top position LP, RP
Left and Right and Left Punch	From top position LP, RP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	N RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	N LK, LK
Arm Lock	From top position RP + RK
Knee Bar	From top position LP + LK
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	N LP + RK
Right Punch	From bottom position RP

Mount Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Neck Locked Punch	From bottom position RK + LK
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you
Escape to Guard	From bottom position Button Mashing

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Double Left Punch	From top position LP, LP
Triple Left Punch	From top position LP, LP, LP
Double Left and Right Punch	From top position LP, LP, RP
Left and Right Punch	From top position LP, RP
Left and Right and Left Punch	From top position LP, RP, LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke A	From top position RP + RK
Rear Naked Choke B	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Left Body Punch	From bottom position LP
Right Body Punch	From bottom position RP
Rodeo Lift Reversal	From bottom position LP + LK
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you



Stand & Down Stand/Down	
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Taunt	From top position RP + LP If opponent is very close, he will stand up (No reversal)
Taunt	From top position LP + RK
Taunt and Kick	From top position LP + RK, RK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Step in Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP

Stand & Down Stand/Down (cont.)	
Move Name	Command (Special Effect/Note)
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch	
Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



EnsonInoue

Biography

Born in Hawaii, Enson followed his soul to Japan, where he now lives and trains. Enson quickly became one of the most exciting and dangerous fighters in the world. With "Yamato Damashii," or the proud fighting soul of a warrior, Enson continues to show why he is considered a modern-day samurai.

Vital Statistics

Gym Purebred Omiya
Birth Place Hawaii, U.S.A.
Height 5'10"
Weight 209 lb.
Date of Birth 4-15-67
Style Shooto

In-Game Strength

- Good submission skills
- Powerful strikes
- Well-rounded fighter

Special Moves

Machinegun Jab (Stand) RP, RP, RP, RP
Yamatodamashii Smash (Stand/Back Step) RP (Special Counter)
Mid Kick and Tackle (Stand/Forward Step) RK, RP + RK



Machinegun Jab



Yamatodamashii Smash



Mid Kick and Tackle



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Triple Jab	RP, RP, RP
Machinegun Jab	RP, RP, RP, RP
Jab and Straight	RP, LP
Jab and Mid Kick	RP, LK
Hook	LP
Double Hook	LP, RP
Hook and Upper	LP, RP, LP
Inside Low Kick	RK
Low Kick	LK
Right Head Slip	RP + LK
Dirty Punch	Right Head Slip RP (Stagger)
Left Head Slip	LP + RK
Tackle	RP + RK or LP + LK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Standing Choke Sleeper	While opponent is stunned RP + RK or LP + LK
Right Hook	On forward step RP (Special Counter)
Left Hook	On forward step LP
Step in Knee	On forward step LK (Special Counter)
Step in Mid Kick	On forward step RK
Mid Kick and Tackle	On forward step RK, RP + RK
Body Tackle	On forward step RP + RK
Holding Knee	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Yamatodamashii Smash	On back step RP (Special Counter)
Body Jab	On back step LP
Step in Toe Kick	On back step RK
Mid Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP

Stand (cont.)	
Move Name	Command (Special Effect/Note)
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom	
Move Name	Command (Special Effect/Note)
Left Punch	From top position LP
Left Back Fist	From top position LK
Right Punch	From top position RP
Right Back Fist	From top position RK
Can Opener	From top position RP + RK
Achilles Hold	From top position LP + LK
Holding Punch	From top position RP + LK
Axe Handle	From top position RK + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body	From bottom position RK
Left Body	From bottom position LK
Arm Lock	From bottom position RP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom	
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Arm Lock	From top position RP + RK
Arm Bar	From top position LP + LK
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body	From bottom position RK
Left Body	From bottom position LK
Reversal	From bottom position RP + RK
Guillotine	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom	
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Rear Naked Choke	From top position RP + RK or LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down	
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
Taunt	From top position RP + LP If opponent is close, he stands up (no reversal)
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand up	From bottom position Mash Buttons

Clinch	
Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohshotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Daijiro Matsui

Biography

Not known for his record, Daijiro Matsui is one of the hardest fighters to submit or knock out. This Takada Dojo member never gives up and accepts any fight from any opponent. Showing true heart and will, he has gone the distance with some of the best fighters in PRIDE FIGHTING CHAMPIONSHIPS™, and he continues to improve.

Vital Statistics

Gym Takada Dojo
Birth Place Japan
Height 5'9"
Weight 198 lb.
Date of Birth 12-5-72
Style Kickboxing

In-Game Strength

- Powerful throwing skills
- Good submission skills
- Prefers ground positions

Special Moves

Drop Kick (Forward Step) RK + LK (Stagger & Special Counter)
Triple Slap (Guard/Top) RP, RP, RP
Lift Up Reversal (Back Mount/Bottom) RP + RK



Drop Kick



Triple Slap



Lift Up Reversal



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Hook	LP
Double Hook	LP, RP
Lead Mid Kick	RK
Low Kick	LK
Ohsotogari	RP + RK
Hip Toss	LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Catch Arm Bar	Press RP + LP before opponent's right high and mid punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Triangle	While opponent is stunned RP + RK
Standing Choke Sleeper	While opponent is stunned LP + LK
Jab	On forward step RP
Double Jab	On forward step RP, RP
Hook	On forward step LP
Hook and Upper	On forward step LP, RP
Low Kick	On forward step RK
Mid Kick	On forward step LK
Tackle	On forward step RP + RK
Ohuchigari	On forward step LP + LK
Drop Kick	On forward step RK + LK (Stagger) & Special Counter
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Overhead Punch	On back step RP (Special Counter)
Hook	On back step LP (Special Counter)
Right Mid Kick	On back step RK
Left Mid Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK

Stand(cont.)

Move Name	Command (Special Effect/Note)
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Slap	From top position RP
Double Slap	From top position RP, RP
Triple Slap	From top position RP, RP, RP
Left Slap	From top position LP
Left and Right Slap	From top position LP, RP
Left and Right and Left Slap	From top position LP, RP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Heel Hook	From top position RP + RK or LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Arm Bar	From bottom position RP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right and Left Punch	From top position RP, LP
Right and Left and Right Punch	From top position RP, LP, RP
Left Punch	From top position LP
Double Left Punch	From top position LP, LP



Mount Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Triple Left Punch	From top position LP, LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Arm Lock	From top position RP + RK
Arm Bar	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Achilles Hold	From bottom position RP + RK
Reversal	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK
Rear Naked Choke 2	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Lift Up Reversal	From bottom position RP + RK
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Dynamite Stomp	From top position/On back step RP + RK or LP + LK
Taunt	From bottom position RP
Taunt 2	From bottom position LP
Right Low Kick	From bottom position RK If kick misses, player stands up.
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Guy Mezger

Biography

There is no messing around when it comes to Guy Mezger. He is a fighter who is willing to stand and trade punches and kicks. Guy has had many exciting battles in PRIDE FIGHTING CHAMPIONSHP'S™ ring, and he's been a force in both the Middleweight and Heavyweight divisions.

Vital Statistics

Gym Lion's Den
 Birth Place Texas, U.S.A.
 Height 6'
 Weight 214 lb.
 Date of Birth 1-1-68
 Style Kickboxing

In-Game Strength

- Versatile striker
- Excellent ground control
- Well-rounded fighter

Special Moves

Quick Pass Guard (Guard/Top) Mash Buttons
 Flamingo Kick (Stand) RK, RK
 Scissors Tackle (Stand/Forward Step) RK + LK



Quick Pass Guard



Flamingo Kick



Scissors Tackle



Moves

Stand	
Move Name	Command (Special Effect/Note)
Right Jab	RP
Double Jab	RP, RP
Triple Jab	RP, RP, RP
Double Jab and Back Fist	RP, RP, LP (Special Counter)
Jab and Right Low Kick	RP, RK
Jab and Body Blow	RP, LP
Jab and Body Blow and Mid Kick	RP, LP, LK
Straight	LP
Straight and Upper	LP, RP
Straight and Upper and Hook	LP, RP, LP (Special Counter)
Straight and Upper and Side Kick	LP, RP, RK (Uncatchable)
Straight and Left Low Kick	LP, LK
Straight and Right Low Kick	LP, RK
Left Low Kick	LK
Flamingo	RK
Flamingo Kick	RK, RK (Damage changes depending on the delay between command inputs. Maximum delay results in a Special Counter.)
Double Flamingo Kick	RK, RK, LK (Second RK must be input at the last possible moment.)
Reverse Flamingo	RK, LK
Reverse Flamingo Kick	RK, LK, LK (Damage changes depending on the delay between command inputs. Maximum delay results in a Guard Break.)
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Tackle	RP + RK or LP + LK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Pushing	While opponent is stunned RP + RK
Standing Choke Sleeper	While opponent is stunned LP + LK
Step in Right Body Blow	On forward step RP
Body and Upper	On forward step RP, LP
Step in Left Body Blow	On forward step LP
Body and Upper	On forward step LP, RP
Body and Tackle	On forward step LP, LP + LK
Step in Side Kick	On forward step RK (Uncatchable)
Step in Low Spin Kick	On forward step LK
Lift Up Slam	On forward step RP + RK
High Speed Tackle	On forward step LP + LK
Scissors Tackle	On forward step RK + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Step Back Right Punch	On back step RP (Guard Break)
Step Back Left Hook	On back step LP
Step Back Left Hook and Toe Kick	On back step LP, LK
Step Back Right Toe Kick	On back step RK (Uncatchable)
Step Back Left Toe Kick	On back step LK (Stagger)

Stand(cont.)

Move Name	Command (Special Effect/Note)
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Heel Hook	From top position LP + LK
Heel Hook 2	From top position RP + RK
Reverse Pass Guard	From top position RP + LK (No reversal)
Quick Pass Guard	From top position Mash Buttons
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you (Catch)
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Left Body Punch	From bottom position RK
Right Body Punch	From bottom position LK
Reversal	From bottom position RP + RK
Front Choke	From bottom position LP + LK
Reactive Pass Guard A	From bottom position RP + LP (When opponent prevents your escape)
Reactive Pass Guard B	From bottom position RK + LK (When opponent prevents your escape)
Holding Punch	From bottom position RK + LK

Guard Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Short Jab	From top position LP
Swing Hook	From top position RP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Arm Lock	From top position RP + RK
Neck Choke	From top position LP + LK
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you (Catch)
Reverse Pass Guard	From top position RP + LK (No reversal)
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Left Body Punch	From bottom position RK
Right Body Punch	From bottom position LK
Holding	From bottom position RP + RK
Reversal	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

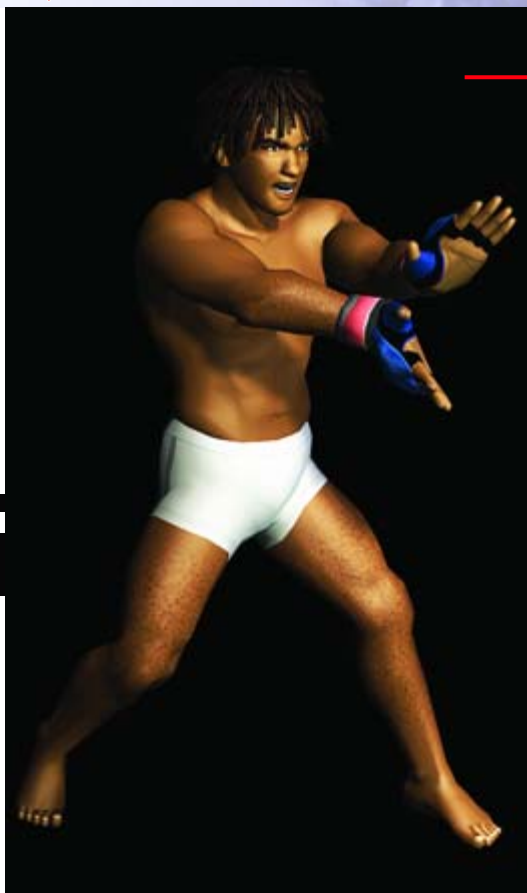
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Pass Opponent to Guard	From top position If opponent tries to escape by pressing LP + LK
Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand up	From bottom position Mash Buttons

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position RK
Right Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK or LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Reversal	From bottom position RP + RK

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohstogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Carlos Newton

Biography

"The Ronin" Carlos Newton is one of the smoothest fighters in the world. He has shown fans why he is considered to be one of the best at submissions. His movements are catlike, and his finishes are lightning fast. Carlos continues to stay in the upper rankings in his weight class.

Vital Statistics

GymWarrior Martial Arts Center
Birth PlaceBritish Virgin Islands
Height5'9"
Weight181 lb.
Date of Birth8-17-76
StyleJiu-Jitsu

In-Game Strength

- Excellent submission skills
- Excellent ground control
- Well-rounded fighter

Special Moves

Flying Arm Bar (Forward Step) RP + LP
TK Scissors (Mount/Bottom) RK + LK
Double Tender Straight (Stand/Forward Step) LP, RP



Flying Arm Bar



TK Scissors



Double Tender Straight



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Double Jab and Tackle	RP, RP, RP + RK
Double Jab and Upper	RP, RP, LP
One Two Punch	RP, LP
One Two Punch and Tackle	RP, LP, LP + LK
One Two Punch and Upper	RP, LP, RP
Double One Two Punch	While opponent is in a corner RP, LP, RP, LP
Upper	LP
Double Upper	LP, RP
Right Low Kick	RK
Left Low Kick	LK
Ohsoto Gari	RP + RK
Tackle	LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Catch and Arm Bar	Press RP + LP before opponent's right high punch hits you (Catch)
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Hammer Left	While opponent is stunned LP
Flying Arm Bar	While opponent is stunned RP + RK
Tackle	While opponent is stunned LP + LK
Body Jab	On forward step RP
Body Jab and Hook	On forward step RP, LP
Body Jab and Hook and Tackle	On forward step RP, LP, LP + LK
Tender Straight	On forward step LP
Double Tender Straight	On forward step LP, RP
Thin Kick	On forward step RK
Knee Bazooka	On forward step LK
Flying Arm Bar	On forward step RP + LP
Rapid Tackle	On forward step RP + RK
Body Tackle	On forward step LP + LK
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
High Upper	On back step RP (Special Counter)
Body Straight	On back step LP
Step Back Right Mid Kick	On back step RK (Uncatchable)
Step Back Left Mid Kick	On back step LK
Tackle	On back step RP + RK
Achilles Hold	On back step LP + LK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK

Stand(cont.)

Move Name	Command (Special Effect/Note)
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Ankle Lock	From top position RP + RK
Heel Hook	From top position LP + LK
Pass to Back Mount	From top position Mash Buttons
Counter Reversal	From top position Press RP + LP when opponent tries to use a reversal
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you (Catch Punch)
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body	From bottom position RK
Left Body	From bottom position LK
Leg Bar	From bottom position RP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Back Fist	From top position LP, LP

Mount Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Arm Lock	From top position RP + RK
Arm Bar	From top position LP + LK
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you (Catch Punch)
Counter Reversal	From top position Press RP + LP when opponent attempts a reversal
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
TK Scissors	From bottom position RK + LK
Achilles Hold	From bottom position RP + RK
Reversal	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

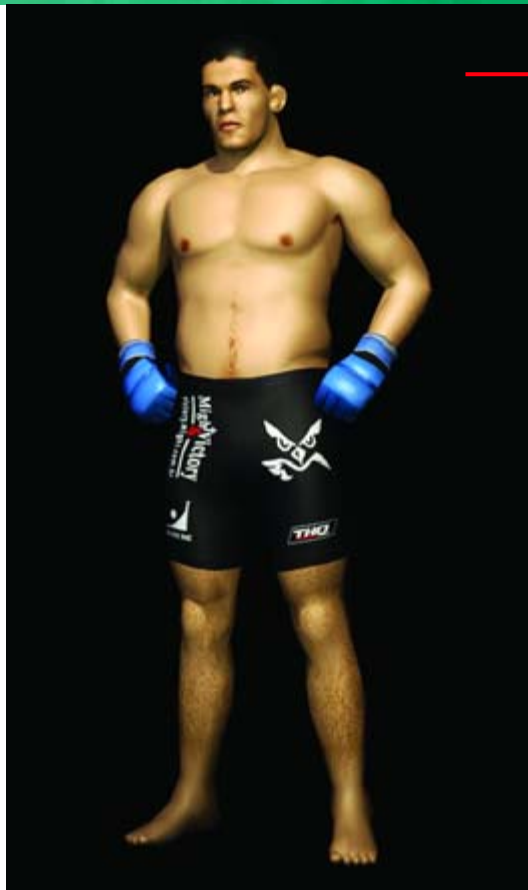
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Side Arm Bar	From top position RP + RK
Rolling Arm Bar	From top position LP + LK
Knee Press Arm Bar	From top position Press RP + LP before opponent's punch hits you (Catch Punch)
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Reversal	From bottom position RP + RK
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Throw	LP + LK
Arm Bar	RP + LP
Escape	Mash Buttons (No reversal)



AntonioRodrigoNogueira

Biography

Showing skills that are nothing less than brilliant, this Brazilian Top Team member has defeated top fighters everywhere he has gone. Easily the fighter of the year in 2001, "Minotouro" stood toe-to-toe with Heath Herring and defeated him in an incredible fight to become the first PRIDE FIGHTING CHAMPIONSHIP™ Heavyweight Champion.

Vital Statistics

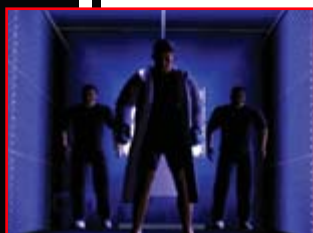
Gym Brazilian Top Team
 Birth Place Brazil
 Height 6'3"
 Weight 231 lb.
 Date of Birth 6-2-76
 Style Brazilian Jiu-Jitsu

In-Game Strength

- Master of submission skills
- Effective takedown skills
- Prefers bottom guard positions

Special Moves

Triangle Choke(Clinch) RP + RK
 Achilles Hold(Guard/Bottom) LP + LK
 Hook(Stand/Back Step) RP (Special Counter)



Triangle Choke



Achilles Hold



Hook



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Jab and Straight	RP, LP
Jab and Straight and Hook	RP, LP, RP
Straight	LP
Straight and Upper	LP, RP
Straight and Jab	LP, LP
Low Kick	RK
Lead Kick	LK
Tackle	RP + RK or LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Catch Arm Bar	Press RP + LP before opponent's right high punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Counter Straight	Press RK + LK before opponent's right mid kick hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Standing Choke Sleeper	While opponent is stunned RP + RK or LP + LK
Jab	On forward step RP
Double Jab	On forward step RP, RP
Double Jab and Straight	On forward step RP, RP, LP
Hook	On forward step LP
High Kick	On forward step RK
Mid Kick	On forward step LK
Tackle	On forward step RP + RK
Tackle	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Hook	On back step RP (Special Counter)
Straight	On back step LP
Right Mid Kick	On back step RK
Left Mid Kick	On back step LK
Tackle	On back step RP + RK
Achilles Hold	On back step LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP

Stand (cont.)	
Move Name	Command (Special Effect/Note)
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom	
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Arm Lock	From top position RP + RK
Heel Hook	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Triangle Choke	From bottom position RP + RK
Reversal Arm Bar	From bottom position Press RP + RK if opponent escapes Triangle Choke with RP + LP command
Reversal Leg Bar	From bottom position Press LP + LK if opponent escapes Triangle Choke with RP + LP command
Achilles Hold	From bottom position LP + LK
Reversal Arm Bar	From bottom position Press RP + RK if opponent escapes Achilles Hold with RK + LK command
Reversal Heel Hook	From bottom position Press LP + LK if opponent escapes Achilles Hold with RK + LK command
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left and Right Punch	From top position LP, RP
Left and Right and Left Punch	From top position LP, RP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Leg Bar	From top position RP + RK
Arm Bar	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Achilles Hold	From bottom position RP + RK
Front Choke	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK
Leg Bar	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Arm Lock	From bottom position Press RP + LP before opponent's right punch hits you
Side Arm Bar	From bottom position Press RP + LP before opponent's left punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Taunt	From top position LP + RK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Triangle Choke	From bottom position Press RP + LP before opponent's left punch hits you
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Catch Leg Bar	From bottom position Press RK + LK before opponent's right kick hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Triangle Choke	RP + RK
Reversal Arm Bar	Press RP + RK if opponent escapes Triangle Choke with RP + LP command
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Alexander Otsuka

Biography

Fighting out of the blue corner, Alexander Otsuka is a pro wrestler who has always been a fan favorite in Japan. He provides excitement in all of his matches, and is never afraid to try pro wrestling moves.

Vital Statistics

GymAODC/BCG
Birth PlaceJapan
Height6'
Weight203 lb.
Date of Birth7-17-71
StylePro wrestling

In-Game Strength

- Effective pro-wrestling moves
- Good takedown skills
- Good submission skills

Special Moves

Low Attitude Drop Kick (Stand/Forward Step) RK + LK
..... (Special Counter/Uncatchable)
Giant Swing (Uzushio-swing) (S&D/Top) LP + LK
Savat Kick (Stand/Back Step) LK
..... (Guard Break/Special Counter)



Low Attitude Drop Kick



Giant Swing



Savat Kick



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Double Jab and Straight	RP, RP, LP
Jab and Straight	RP, LP
Jab and Straight and Upper	RP, LP, RP
Straight	LP
Straight and Upper	LP, RP
Straight and Upper Hook	LP, RP, LP
Feint Straight then Upper	LP, RP (quickly) (Special Counter)
Right Low Kick	RK
Left Low Kick	LK
Tackle	RP + RK or LP + LK
Ankle Pick Tackle	LP + LK, LP + LK
Head Slip	RP + LK
Rapid Tackle	From Head Slip RP + LK
Taunt (Nice Fight!)	LP + RK Parry High and Mid Punch
Taunt to Jab	LP + RK, RP
Taunt to Drop Kick	Press RK + LK after opponent's high and mid punch hits you (Guard Break/Special Counter/Uncatchable)
Taunt to Low Attitude Tackle	Press RP + RK after opponent's high and mid punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Reversal Fisherman Suplex	Tackle Reversal RP + LP
Face Crash Kick	While opponent is stunned LK
Standing Choke Sleeper	While opponent is stunned RP + RK or LP + LK
Body Straight	On forward step RP
Step in Hook	On forward step LP
Toe Kick	On forward step RK
Mid Kick	On forward step LK
Leg Catch	On forward step RK + LK (Special Counter/Uncatchable)
Tackle	On forward step RP + RK or LP + LK
Punch Catch	Press RP + LP before opponent's punch hits you
Drop Kick	Press RK + LK before opponent's kick hits you
Sway Jab	On back step RP
Knuckle Part	On back step LP (Guard Break)
Step Back Kick	On back step RK
Savat Kick	On back step LK (Guard Break/Special Counter)
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Low Attitude Drop Kick	On back step RK + LK (Special Counter/Uncatchable)
Jab	On right step RP
Mid Kick	On right step RK
Side Step Low Attitude Tackle R	On right step RP + RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Low Attitude Drop Kick	On right step RK + LK (Special Counter/Uncatchable)

Stand(cont.)

Move Name	Command (Special Effect/Note)
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Side Step Low Attitude Tackle L	On left step LP + LK
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Heel Hook	From top position RP + RK or LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK
Double Arm Bar	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Stand	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Arm Lock	From top position RP + RK
Arm Bar	From top position LP + LK
Knuckle Bomb	From top position RP + LP
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Rolling Boston Crab	From bottom position RP + RK
Achilles Hold	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Rear Naked Choke	From top position RP + RK or LP + LK
Catch and Side Arm Bar	From top position Press RP + LP before opponent's punch hits you (Catch)
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Giant Swing (Uzushio-swing)	From top position LP + LK
Half Boston	From top position Press RK + LK before opponent's kick hits you (Catch)
Right Punch	From top position/ On forward step RP
Left Punch	From top position/ On forward step LP
Right Low Kick	From top position/ On forward step RK
Stomp	From top position/ On forward step LK
Low Attitude Drop Kick	From top position/ On forward step RK + LK (Uncatchable)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Suplex	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)

Murilo "Ninja" Rua

Biography

Stomping his way to victory in his debut against Daijiro Matsui, this young Brazilian has quickly become recognized as a threat to anyone who faces him in the ring. Training at the Chute Boxe Academy, "Ninja" terrorizes his opponents by swarming them with an endless number of strikes.

Vital Statistics

Gym Chute Boxe Academy
 Birth Place Brazil
 Height 5'11"
 Weight 187 lb.
 Date of Birth 5-22-80
 Style Muay Thai

In-Game Strength

- Powerful strikes
- Tricky standing strikes
- Powerful knee strikes

Special Moves

Right Ninja Combo 3 (Stand) RP + LK, RP, LP, LK, RK
 Left Ninja Combo 3 (Stand) LP + RK, LP, RP, RK, LK
 (Guard Break/Special Counter/Uncatchable)
 Chopping Hook and Knee Kick (Stand/Forward Step) LP, LK
 (Special Counter/Uncatchable)



Right Ninja Combo 3



Left Ninja Combo 3



Chopping Hook and Knee Kick



Moves

Stand

Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Jab and Low Kick	RP, LK
Straight	LP
Double Straight	LP, RP
Double Straight and Low Kick	LP, RP, LK
Right Low Kick	RK
Left Low Kick	LK
Tackle	RP + RK or LP + LK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Standing Choke Sleeper	While opponent is stunned RP + RK
Knee Kick	While opponent is stunned LP + LK
Upper	While opponent is stunned RP
Upper and Hook	While opponent is stunned RP, LP
Upper and Hook and Front Kick	While opponent is stunned RP, LP, LK
Upper and Hook and Front Kick and Round Kick	While opponent is stunned RP, LP, LK, RK (Opponent to Stand & Down if final kick hits)
Right Ninja Step	RP + LK
Low Kick	Right Ninja Step LK (Uncatchable)
Upper	Right Ninja Step RP
Right Ninja Combo 1	Right Ninja Step RP, LP
Right Ninja Combo 2	Right Ninja Step RP, LP, LK
Right Ninja Combo 3	Right Ninja Step RP, LP, LK, RK (Opponent to Stand & Down if final kick hits)
Left Ninja Step	LP + RK
Low Kick	Left Ninja Step RK (Uncatchable)
Hook	Left Ninja Step LP
Left Ninja Combo 1	Left Ninja Step LP, RP
Left Ninja Combo 2	Left Ninja Step LP, RP, RK
Left Ninja Combo 3	Left Ninja Step LP, RP, RK, LK (Guard Break/Special Counter/Uncatchable)
Straight	On forward step RP
Straight and Hook	On forward step RP, LP
Straight and Double Hook	On forward step RP, LP, RP
Chopping Hook	On forward step LP
Chopping Hook and Knee Kick	On forward step LP, LK (Special Counter/Uncatchable)
High Kick	On forward step RK (Special Counter)
Knee Kick	On forward step LK (Special Counter/Uncatchable)
Knee Kick and Hook	On forward step LK, RP
Knee Kick and Double Hook	On forward step LK, RP, LP
Holding Knee	On forward step RP + RK

Stand (cont.)

Move Name	Command (Special Effect/Note)
Tackle	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Upper	On back step RP (Special Counter)
Hook	On back step LP
Hook and Straight	On back step LP, RP
Flip Low Kick	On back step RK
Mid Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right and Left Punch	From top position RP, LP
Left Punch	From top position LP
Left and Right Punch	From top position LP, RP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Can Opener	From top position RP + RK
Triple Pounding	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP

Guard Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Arm Lock	From top position RP + RK
Triple Pounding	From top position LP + LK
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK
Rear Naked Choke 2	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP

Back Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Face Crash	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Face Stomp	From top position/On forward step RK
Right Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Knee Kick	RK
Left Knee Kick	LK
Ohshotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Kazushi Sakuraba

Biography

Known as the "IQ Wrestler," Kazushi Sakuraba became famous by beating many of the world's top fighters, including four Gracies. Showing that some pro wrestlers are the real deal, this Takada Dojo star became an icon after defeating Royce Gracie in a 90-minute display of technical brilliance.

Vital Statistics

Gym Takada Dojo
Birth Place Japan
Height 5'10"
Weight 194 lb.
Date of Birth 7-14-69
Style Submission fighting

In-Game Strength

- Excellent submission skills
- Thousands of tricky moves
- Prefers Stand & Down positions

Special Moves

Feint (Stand) LP + RK
Mongolian Chop (Stand/Forward Step) RP, RP + LP (Guard Break)
Tornado Kick (S&D/Bottom) RK



Feint



Mongolian Chop



Tornado Kick



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Jab and Hook	RP, LP
Jab and Double Hook	RP, LP, RP
Hook	LP
Hook and Low Kick	LP, LK
Double Hook A	LP, RP
Double Hook B	While opponent is in a corner LP, LP (Guard Break)
Fade Away Kick	RK
Low Kick	LK
Counter Mid Kick	If Low Kick misses or blocked LK, LK (Stagger)
Right Head Slip	RP + LK
Achilles Hold	RP + RK
Tackle	LP + LK
Feint	LP + RK (Avoid left/right high punches and low kicks, but other attacks will be Special Counter)
Feint to Tackle	LP + RK, LP + RK
Double Feint	LP + RK, RP/LK
Double Arm Suplex	Press RP + LP when opponent attempts to tackle you (regular tackle only)
Sakuraba's Position	Press RP + LP before opponent's right high punch hits you
Reversal Arm Lock	Press RP + LP when opponent Escapes by mashing buttons
Reversal Side Arm Bar	Press RP + LP when opponent Escapes with a regular command
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Back Hand Chop	While opponent is stunned RP (Stagger)
Front Chop	While opponent is stunned LP
Front Choke	While opponent is stunned RP + RK or LP + LK
Back Hand Chop	Opponent Stun/On forward step RP (Stagger)
Back Hand Chop	On forward step RP
Chop Feint	On forward step RP, RP
Saku Chop	On forward step RP, RP, RP + LP (Guard Break)
Reverse Chop	On forward step RP, RP, LP
Mongolian Chop	On forward step RP, RP + LP (Guard Break)
Down Swing Punch	On forward step LP (Special Counter)

Stand(cont.)	
Move Name	Command (Special Effect/Note)
Step in Low Kick	On forward step RK
Round House Kick	On forward step LK (Special Counter)
Body Tackle	On forward step RP + RK
Tackle to Clinch	On forward step LP + LK (To Clinch)
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Step Back Jab	On back step RP
Body Straight	On back step LP
Feint Low Kick	On back step LP, LK
Step Back Mid Kick	On back step RK
Away Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Heel Hook	From top position RP + RK
Half Boston Crab	From top position LP + LK
Cross Chop	From top position RP + LK
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Rev Leg Bar	From bottom position RP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Arm Lock	From top position RP + RK
Arm Bar	From top position LP + LK
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Achilles Hold	From bottom position RP + RK
Reversal	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Face Lock	From top position RP + RK
Rear Naked Choke	From top position LP + LK
Knee Press Arm Lock	From top position Press RP + LP before opponent's punch hits you if the opponent throws a right punch
Side Arm Bar	From top position Press RP + LP before opponent's punch hits you if the opponent throws a left punch
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Reversal	From bottom position RP + RK
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Feint Back Fist	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK

Stand & Down Stand/Down

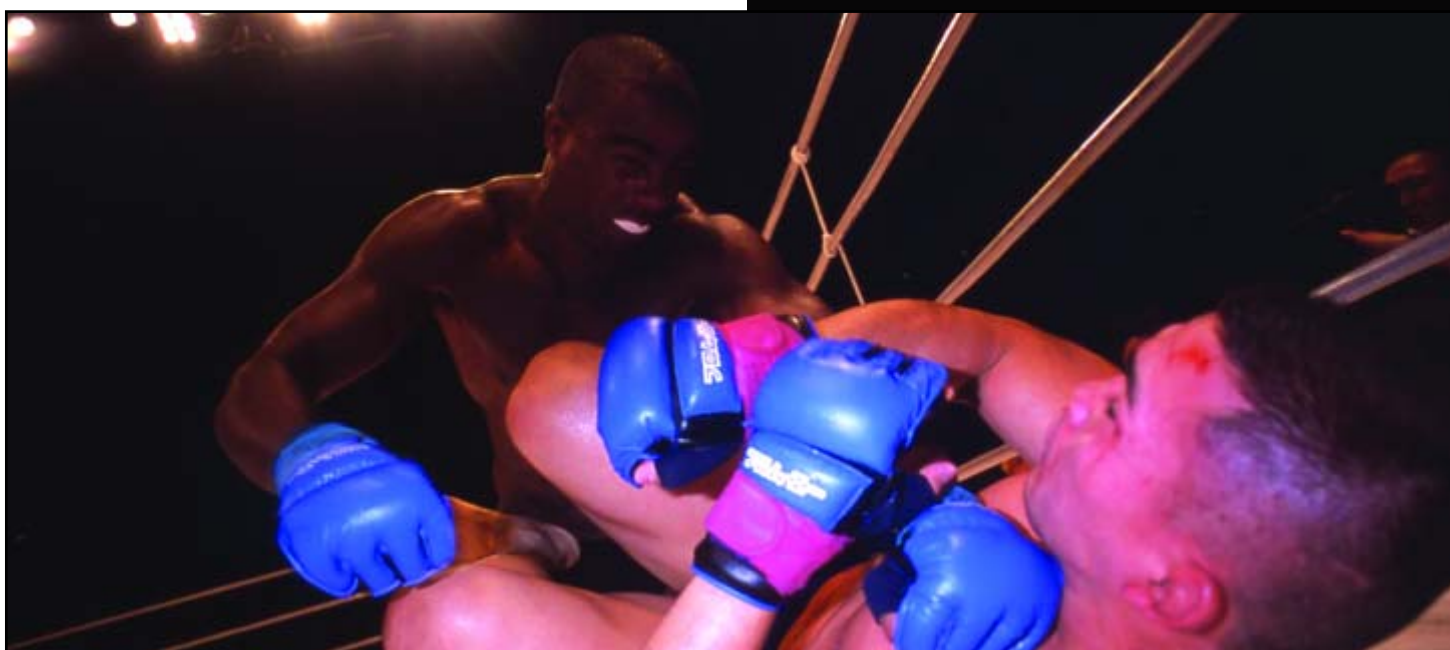
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Stomp	From top position RK, RK
Thigh Kick	From top position LK
To Guard	From top position RP + RK
Catch Thigh Kick	From top position Press RK + LK before opponent's left kick hits you
Spinner	From top position Press RK + LK before opponent's right kick hits you
Ankle Pick Thigh Kick	From top position LP + LK
Counter Reversal	From top position Mash buttons when opponent catches your kick
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Low Kick	From top position/On forward step RK
Low Round Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Heel Kick	From top position/On back step RK
Left Heel Kick	From top position/On back step LK
Hurricane Bolt	From top position/On back step LP + LK

Stand & Down Stand/Down (cont.)

Move Name	Command (Special Effect/Note)
Foot Stomp	From top position/On back step RP + RK
Taunt	From bottom position RP
Taunt	From bottom position LP
Tornado Kick	From bottom position RK If kick misses, the player will stand
Low Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Kip Out	From bottom position LP + RK
Kip Out and Chop	From bottom position LP + RK, RP
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Belly to Belly	RP + RK
Power Throw	LP + LK
Escape	Mash Buttons (No reversal)





SemmySchilt

Biography

Standing at nearly seven feet tall, Semmy Schilt is a nightmare for fighters due to his unbelievable reach. Any fighter thinking about standing and trading blows with Semmy should think twice. Semmy has fought all over the world, and scores victories wherever he goes.

Vital Statistics

Gym Golden Glory
Birth Place Netherlands
Height 6'11"
Weight 258 lb.
Date of Birth 10-27-73
Style Karate

In-Game Strength

- Height advantage
- Good striker with long reach
- Prefers standing position

Special Moves

Double Jab (Stand) RP, RP
Lead Kick (Stand) LK (Stagger)
Kick Combo with Back Fist (Stand/Forward Step) RK, LK, LP (Stagger)



Double Jab



Lead Kick



Kick Combo with Back Fist



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Jab and Low Kick	RP, RK
Jab and Low and High Kick	RP, RK, RK (Uncatchable)
Jab and Karate Punch	RP, LP
Karate Combo	RP, LP, RP
Straight	LP
Straight and Mid Kick	LP, LK
Straight and Karate Punch	LP, RP
Karate Combo A	LP, RP, LP
Karate Combo B	LP, RP, LP, RP
Low Kick	RK
Low and High Kick	RK, RK (Uncatchable)
Lead Kick	LK (Stagger)
Tackle	RP + RK or LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Catch Hook	Press RP + LP before opponent's right high punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Knee Kick	While opponent is in a corner LK (Uncatchable)
Standing Choke Sleeper	While opponent is stunned RP + RK or LP + LK
Straight	On forward step RP
Hook	On forward step LP
Mid Kick	On forward step RK
Kick Combo	On forward step RK, LK
Kick Combo with Back Fist	On forward step RK, LK, LP (Stagger)
Knee Kick	On forward step LK (Special Counter)
Feint Knee Kick	On forward step LK, LK
Knee and Hook	On forward step LK, RP (Stagger)
Holding Knee	On forward step RP + RK
Holding Hook	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Chopping Hook	On back step RP (Guard Break)
Hook	On back step LP (Stagger & Special Counter)
Mid Kick	On back step RK
High Kick	On back step LK (Uncatchable)
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you

Stand(cont.)

Move Name	Command (Special Effect/Note)
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Can Opener	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Pounding	From top position RP + RK
Neck Lock	From top position LP + LK
Catch Counter	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right and Left Punch	From top position RP, LP
Left Punch	From top position LP
Double Left Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK (quickly)
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK (quickly)
Pounding	From top position RP + RK
Guillotine Choke	From top position LP + LK
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK or LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Taunt	From top position RP + LP If opponent is very close, he will stand up (No reversal)
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Ken Shamrock

Biography

Long before mixed martial arts was used in America, Ken Shamrock was fighting in Japan. When he debuted in America, he became a favorite among fans as he showed what a complete fighter is. Many future fighters looked to Ken as an icon and role model.

Vital Statistics

Gym Lion's Den
 Birth Place Georgia, U.S.A.
 Height 6'
 Weight 216 lb.
 Date of Birth 2-11-64
 Style Free Fight

In-Game Strength

- Excellent submission skills
- Versatile striker
- Well-rounded fighter

Special Moves

Achilles Hold (Stand) RP + RK
 Jab and Double Mid Kick (Stand) RP, LK, LK (Stagger)
 Double Hook and Knee (Stand) LP, RP, LK (Guard Break)



Achilles Hold



Jab and Double Mid Kick



Double Hook and Knee



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Jab and Mid Kick	RP, LK
Jab and Double Mid Kick	RP, LK, LK (Stagger)
Double Jab	RP, RP
Jab and Straight	RP, LP
1+2 Taunt	RP, LP, RP
Double Jab and High Kick	RP, RP, LK (Special Counter/Uncatchable)
Flash Jab	While opponent is in a corner RP, RP (Combo)
Flash Combo	While opponent is in a corner RP, RP, RP (Special Counter)
Left Hook	LP
Double Hook	LP, RP
Double Hook and Knee	LP, RP, LK (Guard Break)
Hook and Round Kick	LP, LK
Right Low Kick	RK
Low and High Kick	RK, LK (Special Counter/Uncatchable)
Left Low Kick	LK
Achilles Hold	RP + RK
Tackle	LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Catch Arm Bar	Press RP + LP before opponent's left high punch hits you
Catch Scarf Hold	Press RP + LP before opponent's right high punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Standing Choke Sleeper	While opponent is stunned RP + RK or LP + LK
Step in Jab	On forward step RP
Step in Double Jab	On forward step RP, RP
Step in Hook	On forward step LP (Special Counter)
Hook and Upper	On forward step LP, RP
Thin Kick	On forward step RK
Stomach Toe	On forward step LK
Body Tackle	On forward step RP + RK or LP + LK
Sliding Tackle	On forward step RK + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Overhead Punch	On back step RP (Special Counter)
Back Step Straight	On back step LP
Back Step Low Kick	On back step RK
Away Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you

Stand (cont.)	
Move Name	Command (Special Effect/Note)
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you

Guard Top/Bottom	
Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Front Neck Choke	From top position RP + RK
Heel Hook	From top position LP + LK
Counter Heel Hook	From top position RK + LK If Heel Hook is countered
Neck Hold	From top position RP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Arm Bar	From bottom position RP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Arm Lock	From top position RP + RK
Arm Bar	From top position LP + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Achilles Hold	From bottom position RP + RK
Reversal	From bottom position LP + LK
Advanced Reversal	From bottom position Mash buttons when opponent escapes from mount top
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Triangle Arm Bar	From top position RP + RK
Rear Naked Choke	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Arm Bar	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohshotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Akira Shoji

Biography

Akira Shoji is known for his tremendous heart in the ring. He has fought many top fighters and has gone the distance with greats such as Igor Vovchanchyn and Mark Coleman. Win or lose, he always gives 100 percent.

Vital Statistics

Gym Free
Birth Place Japan
Height 5'8"
Weight 194 lb.
Date of Birth 1-31-74
Style Jiu-Jitsu

In-Game Strength

- Many knock-back strikes
- Good submission skill
- Prefers top mount positions

Special Moves

Rush Combo 4 (Stand/Forward Step) LP, RP, LP, RP
Triple Right Body Punch (Guard/Top) RK, RK, RK
Triple Punch (Mount/Top) RP, LP, RP



Rush Combo 4



Triple Right Body Punch



Triple Punch



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Jab and Mid Kick	RP, LK
Jab and Hook	RP, LP
Jab and Double Hook	RP, LP, RP
Straight	LP
Straight and Jab	LP, RP
Straight and Jab and Hook	LP, RP, LP
Mid Toe Kick	RK
Left Low Kick	LK
Ohsoto Gari	RP + RK
Tackle	LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Punch Catch	Press RP + LP before opponent punch hits you
Kick Catch	Press RK + LK before opponent kick hits you
Standing Triangle Choke	While opponent is stunned RP + RK
Choke Sleeper	While opponent is stunned LP + LK
Overhead Punch	While opponent is stunned LP
Body Upper	On forward step RP
Rush Combo 1	On forward step LP (Stagger)
Rush Combo 2	On forward step LP, RP
Rush Combo 3	On forward step LP, RP, LP
Rush Combo 4	On forward step LP, RP, LP, RP
Step Right Mid Kick	On forward step RK
Step Left Mid Kick	On forward step LK
Rapid Tackle	On forward step RP + RK
Tackle	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Step Back Body Jab	On back step RP
Step Back Feint Upper	On back step RP, LP (Special Counter)
Step Back Left Hook	On back step LP
Step Back Double Hook	On back step LP, RP
Step Back Right Mid Kick	On back step RK
Step Back Spin Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK

Stand(cont.)	
Move Name	Command (Special Effect/Note)
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Low Altitude Tackle	On left step LP + LK
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom	
Move Name	Command (Special Effect/Note)
Left Punch	From top position LP
Right Punch	From top position RP
Left Body Punch	From top position LK
Double Left Body Punch	From top position LK, LK
Triple Left Body Punch	From top position LK, LK, LK
Right Body Punch	From top position RK
Double Right Body Punch	From top position RK, RK
Triple Right Body Punch	From top position RK, RK, RK
Holding Blow	From top position LP + LK
Prevent Opponent from Escape Holding Blow	From top position When opponent uses mashing escape command, press LP + RP
Heel Hook	From top position RP + RK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body	From bottom position RK
Left Body	From bottom position LK
Legbar	From bottom position RP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you



Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Double Right Punch	From top position RP, RP
Triple Right Punch	From top position RP, RP, RP
Right and Left Punch	From top position RP, LP
Triple Punch	From top position RP, LP, RP
Left Punch	From top position LP
Double Left Punch	From top position LP, LP
Left and Right Punch	From top position LP, RP
Right Body	From top position RK
Left Body	From top position LK
Standing Arm Bar	From top position RP + RK
Arm Bar	From top position LP + LK
Catch then Pass Mount	From top position Press RP + LP before opponent's punch hits you (To Back Mount)
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body	From bottom position RK
Left Body	From bottom position LK
Achilles Hold	From bottom position RP + RK
Reversal	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Rear Naked Choke	From top position RP + RK or LP + LK
Catch and Side Arm Bar	From top position Press RP + LP before opponent's right and left punch hits you
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Reversal	From bottom position RP + RK
Escape to Mount	From bottom position Mash Buttons (No reversal)

Back Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Taunt 1	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
Taunt 2	From top position LP + RK
To Guard	From top position RP + RK
Side Roll Pass Guard	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Low Spin Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons
Quick Standing	From bottom position/at Corner LP + RK

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)

Wanderlei Silva

Biography

Appropriately known as the "Axe-Murderer," Silva tears his opponents apart with brutal punches, knees, and kicks. This buzz saw from the Chute Boxe Academy in Brazil is undefeated in PRIDE FIGHTING CHAMPIONSHIP™. He became the first PRIDE FIGHTING CHAMPIONSHIP™ Middleweight Champion after defeating the seemingly invincible Kazushi Sakuraba.

Vital Statistics

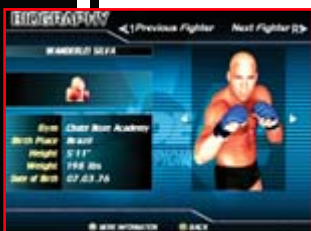
Gym Chute Boxe Academy
 Birth Place Brazil
 Height 5'11"
 Weight 198 lb.
 Date of Birth 7-3-76
 Style Muay Thai

In-Game Strength

- Very powerful strikes
- Quick standing strikes
- Versatile knee strikes

Special Moves

Rush Combo 5 (Stand/Forward Step) RP, LP, RP, LP, LK
 (Special Counter/Uncatchable)
 Double Jab and Knee Kick (Stand) RP, RP, LK (Guard Break)
 Rush Knee Combo A (Clinch) LK, LK, LK, RP + LP



Rush Combo 5



Double Jab and Knee Kick



Rush Knee Combo A



Moves

Stand	
Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Double Jab and Knee Kick	RP, RP, LK (Guard Break)
Jab and Low Kick	RP, LK
Jab and Straight	RP, LP
Jab and Straight and Upper	RP, LP, RP
Straight	LP
Straight and Jab	LP, RP
Straight and Jab and Knee Kick	LP, RP, LK (Special Counter/Uncatchable)
Straight and Jab and Hook	While opponent is in a corner LP, RP, LP (Stagger)
Slash Kick	RK
Muay Thai Low Kick	LK
Tackle	RP + RK or LP + LK
Right Head Slip	RP + LK
Left Head Slip	LP + RK
Tackle Cut Kick	Press RP + LK when opponent tackles you
Catch Counter Hook	Press RP + LP before opponent's right high punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Break Knee	While opponent is stunned RP + RK
Knee to the Head	While opponent is stunned LP + LK
Knee Kick	While opponent is stunned LK (Uncatchable)
Double Knee Kick	While opponent is stunned LK, LK (Uncatchable)
Triple Knee Kick	While opponent is stunned LK, LK, RK (Guard Break/Uncatchable)
Triple Knee Kick and Straight	While opponent is stunned LK, LK, RK, LP Opponent will be Stand & Down down if punch hits (Uncatchable)
Reversal Position	When player's back is to a corner Press RP + LP before opponent's right high and mid punch hits you
Jab	On forward step RP
Rush Combo 1	On forward step RP, LP
Rush Combo 2	On forward step RP, LP, LK (Guard Break)
Rush Combo 3	On forward step RP, LP, RP
Rush Combo 4	On forward step RP, LP, RP, LP
Rush Combo 5	On forward step RP, LP, RP, LP, LK (Special Counter/Uncatchable)
Chopping Hook	On forward step LP

Stand(cont.)	
Move Name	Command (Special Effect/Note)
Chopping Hook and Knee	On forward step LP, LK (Special Counter/Uncatchable)
Mid Kick	On forward step RK
Knee Kick	On forward step LK (Special Counter/Uncatchable)
Holding Upper	On forward step RP + RK Opponent is Stand & Down if the kick hits
Holding Knee	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
To Clinch	Forward Step/While opponent is in a corner RP + LP
Right Hook	On back step RP (Special Counter)
Left Hook	On back step LP
Double Hook	On back step LP, RP
Double Hook and Upper	On back step LP, RP, LP
Flip Low Kick	On back step RK
Running Knee Attack	On back step LK (Guard Break/Special Counter/Uncatchable)
Stop Running	On back step LK, LP
Feign Holding Knee	On back step LK, RP + RK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Pounding	From top position RP + RK
Triple Pounding	From top position LP + LK
Catch Counter	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Double Right Punch	From top position RP, RP
Left Punch	From top position LP
Left and Right Punch	From top position LP, RP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK

Mount Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Left Feint Body Punch	From top position LK, LK
Arm Bar	From top position RP + RK
Palm Press Pounding	From top position LP + LK
Pounding	From top position RP + LP
Triple Pounding	From top position RK + LK
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke A	From top position RP + RK
Rear Naked Choke B	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Face Crash	From top position LP + LK
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Face Stomp	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On back step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP

Stand & Down Stand/Down (cont.)

Move Name	Command (Special Effect/Note)
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Knee	RK
Double Knee	RK, RK (Second knee only available if first knee hits)
Left Knee	LK
Double Knee	LK, LK
Triple Left Knee	LK, LK, LK
Rush Knee Combo A	LK, LK, LK, RP + LP
Rush Knee Combo B	LK, LK, LK, RK + LK (Opponent will be Stand & Down if kick hits)
Holding Knee A	RP + LP
Holding Knee B	RK + LK (Opponent will be Stand & Down if kick hits)
Ohsotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



NobuhikoTakada

Biography

Nobuhiko Takada, head of the Takada Dojo, was one of the original competitors and inspirations for PRIDE FIGHTING CHAMPIONSHIP™. Being one of Japan's top pro wrestlers of his time, he opened the now famous Takada Dojo.

Vital Statistics

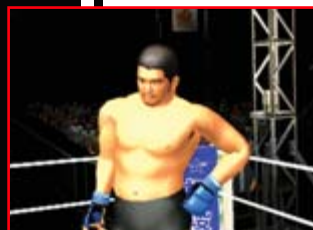
Gym Takada Dojo
Birth Place Japan
Height 6'
Weight 209 lb.
Date of Birth 4-12-62
Style Pro wrestling

In-Game Strength

- Good standing kick
- Quick recovery on Stand & Down
- Prefers Stand & Down positions

Special Moves

Rolling Sobat (Stand/Back Step) RK (Special Counter)
Taunt to Upper (S&D/Bottom) LP + RK, RP
Double Right Low Kick (S&D/Bottom) RK, RK



Rolling Sobat



Taunt to Upper



Double Right Low Kick



Moves

Stand

Move Name	Command (Special Effect/Note)
Jab	RP
Jab and Low Kick	RP, LK
Jab and Straight	RP, LP
Jab and Straight and Low Kick	RP, LP, RK To Stand & Down if Low Kick is blocked
Jab and Straight Hook	RP, LP, RP
Straight	LP
Straight and Hook	LP, RP
Low Kick	RK
Lead Front Kick	LK
Tackle	RP + RK or LP + LK
Lead Low Kick	LP + RK If opponent blocks, to Stand & Down bottom (Uncatchable)
Taunt	RP + LK
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Triangle Choke	While opponent is stunned RP + RK
Standing Choke Sleeper	While opponent is stunned LP + LK
Jab	On forward step RP
Double Jab	On forward step RP, RP
Hook	On forward step LP
Hook and Straight	On forward step LP, RP
Hook and Straight and Low Kick	On forward step LP, RP, LK (To Stand & Down if Low Kick is blocked)
High Kick	On forward step RK (Special Counter)
Round Kick	On forward step LK
To Clinch	On forward step LP + LK
Tackle	On forward step RP + RK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Power Jab	On back step RP
Power Jab and Straight	On back step RP, LP
Straight	On back step LP
Rolling Sobat	On back step RK To Stand & Down if kick is blocked (Special Counter)
Mid Kick	On back step LK
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you

Stand(cont.)

Move Name	Command (Special Effect/Note)
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Achilles Hook	From top position RP + RK
Ankle Hold	From top position LP + LK
To Stand & Down (Down position)	From top position RK + LK
Catch Reversal	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Rev Achilles Hold	From bottom position RP + RK
Reversal	From bottom position LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK

Mount Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Side Choke	From top position RP + RK
Arm Bar	From top position LP + LK
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Holding	From bottom position RP + RK
Reversal	From bottom position LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Rear Naked Choke A	From top position LP + LK
Rear Naked Choke B	From top position RP + RK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Taunt A	From top position RP + LK
Taunt B	From top position LP + RK

Stand & Down Stand/Down (cont.)

Move Name	Command (Special Effect/Note)
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Right Low Kick	From bottom position RK
Kick Feint	From bottom position RK, RK (quickly)
Double Right Low Kick	From bottom position RK, RK
Left Low Kick	From bottom position LK
Kick Feint	From bottom position LK, LK (quickly)
Double Left Low Kick	From bottom position LK, LK
Taunt A	From bottom position LP + RK
Taunt to Down	From bottom position LP + RK, LP + RK
Taunt to Right Low Kick	From bottom position LP + RK, RK To Stand & Down (Down position) if low kick is blocked
Taunt to Left Low Kick	From bottom position LP + RK, LK
Taunt to Upper	From bottom position LP + RK, RP
Taunt to Jab	From bottom position LP + RK, LP
Taunt to Right Punch	From bottom position RP, RP (Damage and range increases with input delay)
Taunt to Left Punch	From bottom position LP, LP
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
To Stand & Down (Down position)	RP + RK (No escape or reversal)
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Igor Vovchanchyn

Biography

"Ice Cold" Igor Vovchanchyn is one of the most accomplished as well as feared fighters in the world. With every punch a nightmare, he can end a fight in a flash, or make his opponent's life a living hell. Never turning down a match, he is the true iron man of PRIDE FIGHTING CHAMPIONSHIP™.

Vital Statistics

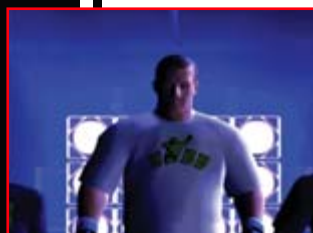
Gym Free
Birth Place Ukraine
Height 5'9"
Weight 238 lb.
Date of Birth 8-6-73
Style Kickboxing/
combat Sambo

In-Game Strength

- Very powerful standing Punches
- Very powerful ground strikes
- Powerful knock-out strikes

Special Moves

Russian Overhead Punch (Stand/Forward Step) LP (Special Counter)
Double Russian Hook (Stand/Forward Step) RP, LP
Double One Two Punch (Stand) RP, LP, RP, LP (Guard Break)



Russian Overhead Punch



Double Russian Hook



Double One Two Punch



Moves

Stand

Move Name	Command (Special Effect/Note)
Jab	RP
Double Jab	RP, RP
Double Jab and Upper	RP, RP, LP
Double Jab and Low Kick	RP, RP, RK
One Two Punch	RP, LP
Jab and Mid Kick	RP, LK
One Two and Right Straight	RP, LP, RP
Double One Two Punch	RP, LP, RP, LP (Guard Break)
One Two and Right Straight and Mid Kick	RP, LP, RP, RK
Hook	LP
Double Hook	LP, RP (Special Counter)
Triple Hook	LP, RP, LP
Russian Rush	While opponent is in a corner LP, RP, LP, RP, LP (Guard Break)
Hook and Mid Kick	LP, LK
Right Low Kick	RK
Left Low Kick	LK
Tackle	RP + RK or LP + LK
Head Slip	RP + LK
Taunt	LP + RK
Punch Catch	Press RP + LP before opponent's punch hits you
Catch Counter Russian Hook	Catch Press RK + LK before opponent's mid kick hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Smash	While opponent is stunned LP (Stagger)
Front Neck Lock	While opponent is stunned RP + RK
Holding Punch	While opponent is stunned LP + LK
Single Leg Tackle	While opponent is in a corner LP + LK
Russian Hook	On forward step RP (Special Counter)
Double Russian Hook	On forward step RP, LP
Russian Overhead Punch	On forward step LP Opponent will be Stand & Down if kick hits (Special Counter)
Step in Left Low Kick	On forward step LK
Step in Right Low Kick	On forward step RK
Holding Upper	On forward step RP + RK (Opponent will be on ground)
Tackle	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Step Back Russian Hook	On back step RP (Guard Break)
Step Back Russian Jolt	On back step LP (Special Counter)
Roundhouse Kick	On back step LK (Uncatchable)
Step In Low Kick	On back step RK

Stand(cont.)

Move Name	Command (Special Effect/Note)
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
Left Feint Punch	From top position LP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Front Neck Choke	From top position RP + RK
Punches Over the Guard	From top position LP + LK
Catch Pass Guard	From top position Press RP + LP before opponent's punch hits you
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Right Feint Punch	From top position RP, RP
Left Punch	From top position LP
One Two Punch	From top position LP, RP
Triple Punches	From top position LP, RP, LP
Right Body Punch	From top position RK
Right Feint Body Punch	From top position RK, RK
Left Body Punch	From top position LK
Left Feint Body Punch	From top position LK, LK
Guillotine Choke	From top position RP + RK
Holding Punch	From top position LP + LK
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Right Body	From bottom position RK
Left Body	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you (Catch)
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position RK
Right Body Punch	From top position LK
Rear Naked Choke	From top position RP + RK
4 Punches Over Back Mount	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Standing Achilles Hold	From top position LP + LK
Taunt	From top position RP + LP If opponent is very close, he will stand up (no reversal)
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Ohsotogari	RP + RK
Throw	LP + LK
Escape	Mash Buttons (No reversal)



Gilbert Yvel

Biography

Landing what could possibly be the best kick ever in the sport, "The Hurricane" can end a fight in the blink of an eye. He is known for his explosive kicks, flying knees, and flashiness. Preferring to fight standing at all times, Gilbert still waits for an opponent who is willing to trade bombs.

Vital Statistics

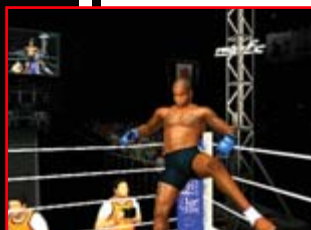
Gym Golden Glory
Birth Place Netherlands
Height 6'1"
Weight 227 lb.
Date of Birth 6-30-76
Style Kickboxing

In-Game Strength

- Excellent versatile striker
- Powerful knock-out strikes
- Prefers standing position

Special Moves

Triple Smashes (Stand/Forward Step) RP, LP, RP
Double Jab Combo (Stand) RP, RP, LK, RP (Special Counter)
Breaking Knee (Stand/Back Step) LK (Guard Break)



Triple Smashes



Double Jab Combo



Breaking Knee



Moves

Stand

Move Name	Command (Special Effect/Note)
Right Jab	RP
Double Jab	RP, RP
Jab and Upper	RP, LP
Jab and Double Upper	RP, LP, RP (Special Counter)
Double Jab and Knee	RP, RP, LK
Double Jab Combo	RP, RP, LK, RP (Special Counter)
Double Jab and Toe	RP, RP, RK
Hook	LP
Double Hook	LP, RP
Triple Hook	LP, RP, LP
Triple Hook and Upper	LP, RP, LP, RP
Right High Kick	RK (Uncatchable)
Smash Kick	LK (Special Counter/Uncatchable)
Tackle	RP + RK or LP + LK
Tackle Cut Punch	Press RP + LP when opponent attempts to tackle you
Right Head Slip	RP + LK
Dirty Punch	Right Head Slip RP (Stagger)
Taunt	LP + RK
Catch Counter	Press RP + LP before opponent's right high punch hits you
Punch Catch	Press RP + LP before opponent's punch hits you
Kick Catch	Press RK + LK before opponent's kick hits you
Holding Hook Rash	While opponent is stunned RP + RK
Standing Choke Sleeper	While opponent is stunned LP + LK
Smash	On forward step RP
Double Smash	On forward step RP, LP
Triple Smash	On forward step RP, LP, RP
Smash and Spin Kick	On forward step RP, RK (Special Counter/Uncatchable)
Body Upper	On forward step LP
Body Upper and Hook	On forward step LP, RP
Flying Knee	On forward step RK (Stagger/Uncatchable)
Left Low Kick	On forward step LK
Left Low Kick and Spin Mid Kick	On forward step LK, RK (Stagger)
Jumping Knee	On forward step RP + RK
Holding Elbow	On forward step LP + LK
Punch Catch	On forward step Press RP + LP before opponent's punch hits you
Kick Catch	On forward step Press RK + LK before opponent's kick hits you
Step in Upper	On back step RP
Upper Brash	On back step RP, LP (Special Counter)
Sweep Upper	On back step LP
Flip Low Kick	On back step RK (Stagger/Uncatchable)
Breaking Knee	On back step LK (Guard Break)
Tackle	On back step RP + RK or LP + LK
Punch Catch	On back step Press RP + LP before opponent's punch hits you
Kick Catch	On back step Press RK + LK before opponent's kick hits you

Stand(cont.)

Move Name	Command (Special Effect/Note)
Jab	On right step RP
Mid Kick	On right step RK
Low Kick	On right step LK
Punch Catch	On right step Press RP + LP before opponent's punch hits you
Kick Catch	On right step Press RK + LK before opponent's kick hits you
Jab	On left step RP
Low Kick	On left step RK
Round Kick	On left step LK (Uncatchable)
Punch Catch	On left step Press RP + LP before opponent's punch hits you
Kick Catch	On left step Press RK + LK before opponent's kick hits you

Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Double Right Punch	From top position RP, RP
Triple Right Punch	From top position RP, RP, RP
Left Punch	From top position LP
Double Left Punch	From top position LP, LP
Right Body Punch	From top position RK
Left Body Punch	From top position LK
Holding Face Crash	From top position LP + LK
Achilles Hold	From top position RP + RK
Catch Counter	From top position Press RP + LP before opponent's punch hits you (Catch)
Escape to Standing	From top position LP + RK
Right Punch	From bottom position RP
Double Right Punch	From bottom position RP, RP
Right and Left Punch	From bottom position RP, LP
Left Punch	From bottom position LP
Double Left Punch	From bottom position LP, LP
Left and Right Punch	From bottom position LP, RP
Right Body Punch	From bottom position RK
Left Body Punch	From bottom position LK
Reversal	From bottom position RP + RK or LP + LK
Holding Punch	From bottom position RK + LK
Escape to Standing	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Double Right Punch	From top position RP, RP
Right and Left Punch	From top position RP, LP
Right and Left and Right Punch	From top position RP, LP, RP
Left Punch	From top position LP
Double Left Punch	From top position LP, LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Knuckle Bomb	From top position RP + LP
Double Bomb	From top position RP + LP, RP + LP
Arm Bar	From top position RP + RK
Holding Punch	From top position LP + LK
To Stand & Down	From top position LP + RK
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Left Body Punch	From bottom position LK
Right Body Punch	From bottom position RK
Reversal	From bottom position RP + RK or LP + LK
Escape to Guard	From bottom position Mash Buttons
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Left Body Punch	From top position LK
Right Body Punch	From top position RK
Holding Punch	From top position RP + RK
Rear Naked Choke	From top position LP + LK
Escape to Standing	From top position LP + RK (No reversal)
Right Punch	From bottom position RP
Left Punch	From bottom position LP
Escape to Mount	From bottom position Mash Buttons (No reversal)s
Catch Reversal	From bottom position Press RP + LP before opponent's punch hits you

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Right Punch	From top position RP
Left Punch	From top position LP
Right Low Kick	From top position RK
Left Low Kick	From top position LK
To Guard	From top position RP + RK
Hurricane Attack	From top position LP + LK
Taunt	From top position RP + LP If opponent is very close, he will stand up (no reversal)
Catch Thigh Kick	From top position Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On forward step RP
Left Punch	From top position/On forward step LP
Right Low Kick	From top position/On forward step RK
Left Low Kick	From top position/On forward step LK
Catch Thigh Kick	From top position/On forward step Press RK + LK before opponent's kick hits you (No reversal)
Right Punch	From top position/On back step RP
Left Punch	From top position/On back step LP
Right Low Kick	From top position/On back step RK
Left Low Kick	From top position/On back step LK
Taunt	From bottom position RP
Taunt	From bottom position LP
Right Low Kick	From bottom position RK
Left Mid Kick	From bottom position LK
Leg Drag	From bottom position LP + LK
Punch Catch	From bottom position Press RP + LP before opponent's punch hits you
Kick Catch	From bottom position Press RK + LK before opponent's kick hits you
Stand Up	From bottom position Mash Buttons

Clinch

Move Name	Command (Special Effect/Note)
Right Weak Punch	RP
Left Weak Punch	LP
Right Weak Kick	RK
Left Weak Kick	LK
Arm Drag Throw	RP + RK (No reversal)
Throw	LP + LK
Escape	Mash Buttons (No reversal)

Creating a Fighter

Think you've got what it takes to create a fighter to hold his own against the pride of *PRIDE FIGHTING CHAMPIONSHIPS™*? Here's where you can find out. Create a fighter and personalize everything from his name to the taunts and motions used before, during, and after a match.



Information

Enter all of the personal information you want to create about your fighter, including name, height, and weight.



Name/Short Name/Nickname

Enter the name you want to give your fighter.

Discipline

Here you can either choose the default of Free Fight for your fighter's discipline, or you can create one of your own.

Height and Weight

This is the standard for all fighters created and cannot be changed in this area. Refer to the Appearance section for details on how to change your fighter's looks.

Birthplace

Although the birthplace default is the United States, you can choose from 39 other countries as your fighter's home.

Entrance Music

You can choose your fighter's entrance music from twenty different themes. Select a theme from the submenu and press **■** to hear the selection.

Parameter

Once you decide your fighter's physical makeup, set his Skill Points. You have 40 Skill Points to distribute across six skills: Stand Punch, Stand Kick, Mount Pounding, Takedown, Submission, and Endurance. The more points you put into a particular skill, the stronger your fighter will be in that ability. Decide in advance what type of fighter you want to create. Will this be a fighter who excels at punching, or one more specialized in kicking? Once you've made your decisions and have tried out your fighter in the ring, you can always return to this area to tweak your fighter's skills if you wish.



Moves

Scroll through all of the moves listed by stance to choose your fighter's signature moves. Tons of moves are available. Initially, you see just the moves associated with the selected stance and button, but after you pick the first move, a secondary listing of moves appears that can be linked with the first to create a combo. These include everything: kicks, punches, tackles, feints, and taunts.



TIP

Don't feel like setting the moves yourself? Choose one of the easy settings, and you can focus more on your fighter's looks and style. The easy settings automatically customize your fighter to one of five preprogrammed styles.

Appearance

Here you can change the look of your fighter, including his height and weight. Scan through the choices of hairstyles, body wear, and tattoos to personalize his look.



Creating Combos

One of the most important aspects of creating a fighter is to learn to create combinations or chain attacks. A combination (combo) is a chain of moves linked together, which makes them much harder to block. Fortunately, creating a combo is simple, but some thought is required to create *effective* combos.



Linking "chainable" moves together creates combos. Not all attacks are chainable. Chainable moves are listed in yellow, and "unchainable" moves are listed in red. You'll also see "chainable" highlighted at the bottom of the screen when you have such a move selected.

The best way to create effective combos is to link several chainable

moves together and finish the chain with an unchainable technique at the end. Unchainable moves tend to be slower and more powerful, so they make effective final strikes. Quicker chainable strikes that cause less damage are best used early to attempt to break your opponent's guard and throw him off balance. Though it may be tempting to link several strong moves together, you'll have a tough time using the combo in a battle. Such chains give your opponents too much time to block or counter the attack.

Each move has a speed and damage rating. The highest rating is A (fastest/strongest), and the lowest is F (slowest/weakest). Use moves with an A or B speed rating to open the chain and finish off with moves that have an A or B damage rating. The game is balanced in a way that the fastest moves typically cause the least amount of damage, and slow moves cause the most.

To create a combo, first select the starting attack. Look for a move whose name appears in yellow and is indicated as chainable at the bottom of the screen. Once you've done this, you can build from there. On most attacks you'll see a large diagram at the top of the screen. The first move appears in a box on the left, several other squares (four to eight) appear on the right. Use this diagram to build the combo.

Use the Directional Buttons to select one of the boxes to the right of the starting move. Press **X** to select the box, then choose the next move in your combo. You can pick a chainable move if you want to extend the combo, or an unchainable attack if you want the combo to end on the second hit.

To extend the combo, choose the next box to the right and select another attack. If you keep choosing attacks that are chainable, you can extend the combo further to a maximum of five attacks. Remember that you can end the combo at any time by choosing an attack that's unchainable.



You can create branching combos by using both the top and bottom lines of boxes. Combos can be branched at any part along the chain, and at multiple times. Fill in the move with any chainable attack prior to where you want the combo to branch. Then select the two boxes to the right of that move and fill each with another attack. Lines will appear between the attacks; this shows you how the attacks link. From one starting move, you can have as many as six variations by creating multiple branches and using unchainable attacks to stop the combo in multiple spots. Experiment a little and see what type of variations you can create on your own. Try them out in Training mode to see just how well your combos work.



Example 1

As we teach you how to create a combo, we'll walk you through with this example. Choose the Standing options under the Moves tab. Pick Left Punch to open a list of moves that can be assigned to that slot. Note that all of the moves you see use your fighter's left hand. You want something quick to start with, so choose Jab A. It has a speed rating of A and a damage rating of E.



Example 2

Move the cursor over the top slot to the right of the starting move. Press **X**, and a new list of moves will appear at the bottom of the screen. Notice that this list is much larger than the previous list, and it includes moves for both arms and legs. This allows you to really mix things up and create some incredible-looking combos that use every part of the body. We want to follow up the first attack with something quick that's also chainable so that we can extend the combo further. Scroll down the list and find the Jab A that uses **▲** rather than **■**. Though this attack looks the same as the first attack, it uses the fighter's right hand rather than the left. So now you've created a quick one-two punch. It isn't devastating, but it's a quick combination that may put your opponent off balance.



Example 3

For this example we'll create a five-hit combo using the top row. We already have our first two moves in place. For the next two moves, choose the **■** Straight B and the **▲** Uppercut A. If you want, save your fighter and try it out in Training mode to see how this combo is coming.



Example 4

Finish the combo off with something devastating. Scroll down the list and find the **■** Straight D. This powerful punch has a slower E speed rating, but a D damage rating. It also has the added bonus of possibly stunning your opponent. Now you have a full-blown five-hit combo. Save your fighter and give it a try in Training mode, but we aren't done yet.



Example 5

Make the combo branch to give you a few more options. Select the first box on the left of the bottom row. We'll make a two-hit combo that starts from the same Jab A that we used to create the five-hit combo. Because this is a simple two-hit combo, we'll use something unusual with a slow speed and lots of power. Find the **■+▲** D-Wave B attack. Note that this move is unchainable, so the combo is only two moves long. Save and give it a try. Notice that you can perform either combo at any time by just switching which buttons you press.



TIP

Chances are that you'd never want to use the D-Wave B attack in a fight. It's too slow to be effective, but if you play intelligently, you can figure out how to make it work. When your opponent is fully aware, he's going to counter the attack. But if you stun him for a moment, you'll have enough time to prepare the attack and deliver an absolutely devastating blow.

Example 6

Let's branch the combo one more time. We'll use the first two moves from the five-hit combo on the top line to open the attack and create a four-hit combo. Select the third box from the left on the bottom line. Find the **●** LowKick C attack and select it. This has fast speed and decent range, which makes it a good follow-up to the two quick punches. Once the move is selected, notice that it's automatically connected to the second punch on the top line. This lets you know that after performing the second punch, you'll be able to either use the LowKick C or the Straight B.



Example 7

Finish the combo by adding the **▲** Chop B to the box next to the LowKick C. This is a good finish to the combo, although it's slow. Now save your fighter and give it a try in Training mode. Check out how you can switch between all three created combos as you see fit. If you really want to, you could even fill the last empty spot with another move to give you two possible endings to the five-hit combo.



Now you know the basics of how to build combos for your created fighters. The example given is fairly extreme and is really meant to show you only how the process works. When building your own combos, you'll want to keep many things in mind.

First, you must consider how the moves will link. Some moves simply don't work well together. For instance, you don't want to use a long kick followed by a short uppercut. Though the kick may hit, the opponent will be forced away from you and the uppercut will come up short because of its short range. Always try out your combos, and you'll quickly see which work and which don't.

You don't have to fill every slot. Long combos aren't necessarily better than short combos. The longer a combo is, the more likely your opponent will be able to counter it. When creating your fighter, arm him with a few long combos, but also be sure to include several two- or three-hit combos that are easy to use and remember.

Keep your fighter's strengths in mind. If you're building a grappler, there's no reason to create a bunch of complex standing combos. Grapplers prefer to fight on the ground, so focus on crafting combos that will help you take your opponent to the mat. If you're building a kickboxer, focus more on kicks with a few small punch combos thrown in to keep your opponent off balance. If all you do is kick, you'll be countered a lot. Always think before you create. If you do, you'll be a lot happier with your results.

Consider your own limitations. Unless you have a photographic memory, you probably won't be able to remember a lot of insane combos. Make the patterns simple, or use fewer combos. You may even want to write down your combos on a sheet of paper so that you can quickly refer to them. You can make things easier by using only two buttons in each combo, or even one button. This limits what you can do, but it may be worth it.

The following is a fighter we created to show you what a completed fighter should be like. In this case, we've tried to create a champion kickboxer.

CREATE A FIGHTER <1 [F] [A] [B] [C] [D] [E] [F] [G] [H] [I] [J] [K] [L] [M] [N] [O] [P] [Q] [R] [S] [T] [U] [V] [W] [X] [Y] [Z] [DEL] [ESC]

INFORMATION

Name	Joe Joe Bear
Short Name	Joe Joe
Nick Name	The Bear
Discipline	Kick Boxing
Height & Weight	8. 2ft & 212lb
Birth Place	USA
Entrance Music	Original Theme 01

Non Informazione

In creating a kickboxer, we've tried to take advantage of his strengths. You'll find lots of kicking moves and combos that target different parts of the body. We've also thrown in a few punches to mix things up. Though our fighter doesn't focus on the takedown or grappling, we haven't ignored these areas either. When necessary, he can go for a quick submission, but he's primarily built to fight on his feet.

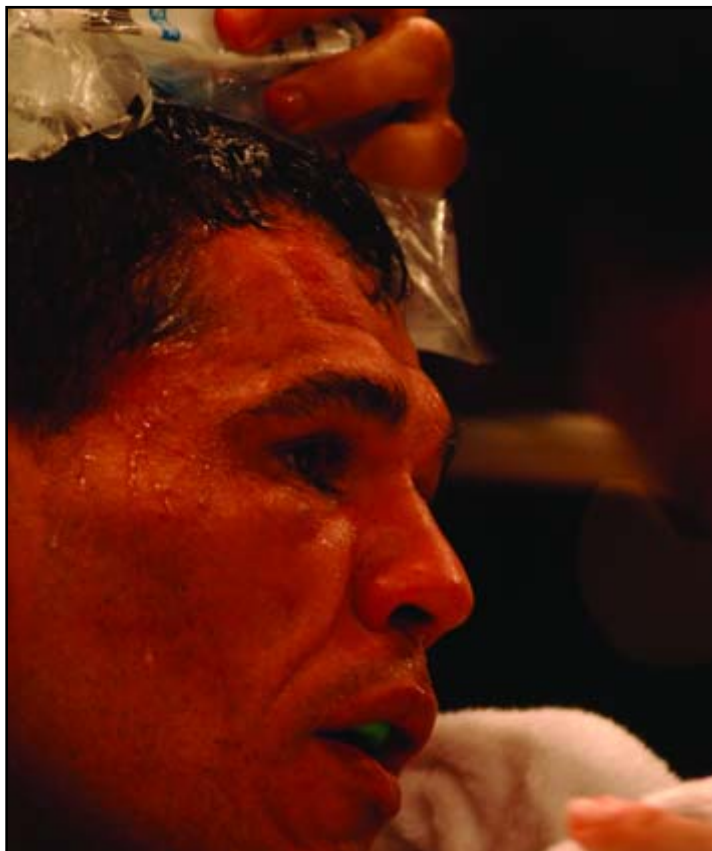


Moves

Standing	
Move Name	Command (Special Effect/Note)
Left Jab (Jab A)	LP
Double Jab (Jab A + Jab B)	LP, RP
Double Jab and Kick (Jab A + Jab B + HighKick C)	LP, RP, RK (Uncatchable)
Right Jab (Jab F)	RP
Jab & Back Fist (Jab F + BackFist B)	RP, LP
Jab & Kick (Jab F + LowKick E)	RP, LK
Jab & Double Kick (Jab F + LowKick E + HighKick C)	RP, LK, RK (Uncatchable)
Left Kick (LowKick A)	LK
Double Kick (LowKick A + MidKick A)	LK, LK
Triple Kick (LowKick A + MidKick A + HighKick C)	LK, LK, LK (Uncatchable)
Kick Feint (LowKick A + Feint A)	LK, LK + RK
Kick Feint 2 (LowKick A + Feint A + Chop B)	LK, LK + RK, RP
Right Knee (KneeKick A)	RK (Uncatchable)
Knee Combo 1 (KneeKick A + Stopping A)	RK, RK
Knee Combo 2 (KneeKick A + KneeKick A)	RK, LK (Uncatchable)
Knee Combo 3 (KneeKick A +) KneeKick A + HighKick C	RK, LK, RK
Hip Toss (HipToss)	LP + LK (Uncatchable)
Oshotogari (Oshotogari)	RP + RK (Uncatchable)
Arm Catch (Arm Catch)	LP + RP (Uncatchable)
Leg Catch (Leg Catch)	LK + RK (Uncatchable)
Overhead Kick (Overhead C)	On forward step LP (Stun/Uncatchable)
Dashing Jab (Jab J)	On forward step RP
Dashing Jab & Kick (Jab J + HighKick F)	On forward step RP, LK (Stagger/Stun/Uncatchable)
Knee Kick (KneeKick A)	On forward step LK (Uncatchable)
Double Knee (KneeKick A + KneeKick B)	On forward step LK, RK (Stagger)/Uncatchable
Knee Kick (KneeKick A)	On forward step RK (Uncatchable)
Knee Kick Combo (KneeKick A + HighKick H)	On forward step RK, RK (Uncatchable)
Knee Kick Combo 2 (KneeKick A + HighKick H + Uppercut E)	On forward step RK, RK, LP (Guard Break)
Knee Kick Combo 3 (KneeKick A + HighKick H + Charge B)	On forward step RK, RK, LP + RP (Stun/Uncatchable)
Grabbing Knee (GrabKnee B)	On forward step LP + LK (Uncatchable)

Standing (cont.)

Move Name	Command (Special Effect/Note)
Grabbing Knee 2 (GrabKnee C)	On forward step RP + RK (Uncatchable)
Arm Catch (Arm Catch)	On forward step LP + RP (Uncatchable)
Leg Catch (Leg Catch)	On forward step LK + RK (Uncatchable)
Power ST (Power ST A)	On back step LP (Guard Break)
Chop (Chop B)	On back step RP (Stagger/Stun)
Charging Knee Kick (KneeKick E)	On back step LK (Stun/Guard Break/Uncatchable)
Front Kick (Stopping E)	On back step RK
Front Kick Combo (Stopping E + Compasso)	On back step RK, LK (Stun)
Armbar (F-Armbar B)	On back step LP + LK (Uncatchable)
Leg Scissors (L-Scissors)	On back step RP + RK
Arm Catch (Arm Catch)	On back step LP + RP (Uncatchable)
Leg Catch (Leg Catch)	On back step LK + RK (Uncatchable)



Guard Top/Bottom

Move Name	Command (Special Effect/Note)
Left Punch (Pounding E)	From top position LP
Left Combo 1 (Pounding E + Pounding F)	From top position LP, RP
Left Combo 2 (Pounding E + Pounding F + Axe Handle)	From top position LP, RP, LP + RP
Right Punch (Pounding E)	From top position RP (Guard Break)
Back Fist (BackFist)	From top position LK
Body Punch (Pounding B)	From top position RK
Body Combo (Pounding B)	From top position RK
Grabbing Punch (Punch)	From top position LP + LK (Uncatchable)
Neck Lock (NeckLock)	From top position RP + RK (Uncatchable)
Arm Catch (Arm Catch)	From top position LP + RP (Uncatchable)
Axe Handle (Axe Handle)	From top position LK + RK
Left Punch (Punch A)	From bottom position LP
Left Punch Combo (Punch A + Punch B)	From bottom position LP, RP
Palm Thrust (PalmThrust)	From bottom position RP
Head Kick (E_Head)	From bottom position LK (Uncatchable)
Reverse (E_Reverse)	From bottom position RK (Uncatchable)
Armbar (W Armbar)	From bottom position LP + LK (Uncatchable)
Achilles Hold (R-Achilles)	From bottom position RP + RK (Uncatchable)
Arm Catch (Arm Catch)	From bottom position LP + RP (Uncatchable)
Temple Hook (TempleHook)	From bottom position LK + RK (Uncatchable)

Mount Top/Bottom

Move Name	Command (Special Effect/Note)
Left Punch (Pounding B)	From top position LP
Right Punch (Pounding C)	From top position RP
Feint Punch Combo (Pounding C + Feint P C)	From top position RP, RP
Left Body Punch (Pounding C)	From top position LK
Right Body Punch (Pounding B)	From top position RK
Shoulder Slam (ShoulderSlam)	From top position LP + LK (Uncatchable)

Mount Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Guillotine (Guillotine)	From top position RP + RK (Uncatchable)
Arm Catch (Arm Catch)	From top position LP + RP (Uncatchable)
Chop (W Chop B)	From top position LK + RK (Guard Break)
Left Punch (Punch B)	From bottom position LP
Right Punch (Punch B)	From bottom position RP
Left Body Punch (Punch C)	From bottom position LK
Right Body Punch (Punch C)	From bottom position RK
Reversal (Reversal B)	From bottom position LP + LK (Uncatchable)
Lock Punch (Lock Punch)	From bottom position RP + RK (Uncatchable)
Arm Catch (Arm Catch)	From bottom position LP + RP (Uncatchable)
Reversal (Reversal C)	From bottom position LK + RK (Uncatchable)

Back Top/Bottom

Move Name	Command (Special Effect/Note)
Left Punch (Pounding G)	From top position LP
Right Punch (Pounding D)	From top position RP
Left Punch 2 (Pounding F)	From top position LK
Right Punch 2 (Pounding C)	From top position RK
Camel Clutch (C-Clutch)	From top position LP + LK (Uncatchable)
Choke (RN Choke A)	From top position RP + RK (Uncatchable)
Chop (W Chop)	From top position LP + RP
Side Armbar (SideArmbar)	From top position LK + RK (Uncatchable)
Left Punch (Chop)	From bottom position LP
Right Punch (Punch B)	From bottom position RP
Heel Kick (HeelKick)	From bottom position LK (Uncatchable)
Heel Kick Combo (HeelKick + HeelKick)	From bottom position LK, RK (Uncatchable)
Heel Kick Combo 2 (HeelKick + HeelKick + W HeelKick)	From bottom position LK, RK, LK + RK (Uncatchable)
Right Punch 2 (Punch)	From bottom position RK
Reversal (Reversal B)	From bottom position LP + LK (Uncatchable)

Back Top/Bottom (cont.)

Move Name	Command (Special Effect/Note)
Reversal (Reversal C)	From bottom position RP + RK (Uncatchable)
Arm Catch (Arm Catch)	From bottom position LP + RP (Uncatchable)
Heel Kick (W HeelKick)	From bottom position LK + RK (Uncatchable)

Stand & Down Stand/Down

Move Name	Command (Special Effect/Note)
Drop Kick (DropKick)	From top position/On back step LK + RK (Uncatchable)
Taunt (Taunt A)	From bottom position LP
Right Punch (Hook)	From bottom position RP
Power Kick (PowerKick)	From bottom position LK (Stagger/Stun)
Kick & Stand (Kick&Stand)	From bottom position RK
Heel Hook (HeelHook B)	From bottom position LP + LK (Stun/Uncatchable)
Leg Drag (Dragging A)	From bottom position RP + RK (Stun/Uncatchable)
Jump Out (Jump Out)	From bottom position LP + RP
Kick (W Kick)	From bottom position LK + RK
Kick Combo (W Kick + Jump Out)	From bottom position LK + RK, LK + RK

Stand & Down Top/Bottom

Move Name	Command (Special Effect/Note)
Left Punch	From top position LP
Taunt	From top position RP
Stomp (Stomp C)	From top position LK
Right Kick (LowKick A)	From top position RK
Right Combo (LowKick A + WheelKick)	From top position RK, LK + RK (Uncatchable)
Thigh Kick (ThighKick)	From top position LP + LK (Stun/Uncatchable)
Ankle Hold (AnkleHold)	From top position RP + RK (Stun/Uncatchable)
Taunt (Taunt D)	From top position LP + RP
Leg Catch (Leg Catch)	From top position LK + RK (Uncatchable)
Left Punch (Overhead)	From top position/On forward step LP
Right Punch (ThighJab)	From top position/On forward step RP
Left Kick (Stomp C)	From top position/On forward step LK
Right Kick (Sliding B)	From top position/On forward step RK
Face Stomp (FaceStomp)	From top position/On forward step LP + LK (Stun/Uncatchable)
Thigh Kick (ThighKick)	From top position/On forward step RP + RK (Stun/Uncatchable)
Taunt (Taunt D)	From top position/On forward step LP + RP
Drop Kick (DropKick)	From top position/On forward step LK + RK (Uncatchable)
Left Punch (BackFist)	From top position/On back step LP
Right Punch (Overhead)	From top position/On back step RP
Left Kick (Stomp C)	From top position/On back step LK
Right Kick (FrontKick)	From top position/On back step RK
Foot Stomp (FootStomp)	From top position/On back step LP + LK
3 Strikes (3 Strikes)	From top position/On back step RP + RK
Axe Handle (Axe Handle)	From top position/On back step LP + RP

Clinch

Move Name	Command (Special Effect/Note)
Left Punch (Rabbit A)	LP (Uncatchable)
Right Punch (Rabbit A)	RP (Uncatchable)
Left Knee (Side Knee)	LK (Uncatchable)
Right Knee (KneeKick)	RK (Uncatchable)
Knee Rush (KneeRush A)	LP + LK (Uncatchable)
Jumping Knee (S-Wizard)	RP + RK (Uncatchable)
Throw (H-Throw B)	LP + RP (Uncatchable)
Take Down (TakeDown)	LK + RK (Uncatchable)

